



It is important to note that Judy explained the rules verbally here instead of using the rulebook.

The following events are useful, present in the recording and their time stamps are recorded here:

- 41:49 “Whichever direction you want, but you can only move unidirectionally after that. Wait, what? Wait, so you can go anywhere. Okay. You can only move unidirectionally after you picked one way or the other.” [Confusion around the option to go either direction]
- 42:01 “Bag arrives first. Gain one smile only if you say something nice about baggage system. Oh, yeah, this is a good card. So basically, you're gaining one smile on which one is your screen.” [Some confusion but resolved by Judy so we don't know what the outcome would have been]
- “Let's see here... so... What? I'm very confused. So this is a goal, let me read it out loud for you guys. In order to get this goal, you will need to pay \$2 two princesses, and two brains. And then, a consequence of that is you get three more starts.” [Some confusion but resolved by Judy so we don't know what the outcome would have been]
- “Oh, you can just ignore this, or, like, the Bottom text, can you? What do you mean? Can you ignore the bottom text of this? It's flavor touched. It's just, Okay, because that made me very confused, like, what?” [If players are consciously choosing to ignore the bottom text then they are not learning]
- 46:30 “Or you can go here, actually. Oh, I'll go for an unknown, I guess. Okay, I'm gonna... Oh, are those, like, mystery, like, 50-50, it's good or bad?” [Confirmation of unknown dynamics]

- 47:00 “Oh, I forgot to mention one thing. You're also allowed to skip your turn and gain \$2.” [Judy introduced a new rule]
- 49:13 “Oh, wait, do I get \$5 from this? What does that \$5 mean? What does that \$5 mean? \$5, you'd be rich. I won't be... this is inequality. Wait, I'll, like, take up, like, the whole bank. Oh yeah, you get \$5. Oh my god! Wait, there should be, like, 10 fives and... An explanation of four people and know-how. Sometimes money language better than you, so... That's your lesson, like, money works. Wait, can I keep this for, like, the 4 and the 1?” [People took money instead of paying for resource cards- think is not the rule]
- 56:38 “Wait, wait, you might, you might, you might... wait, oh my, you're not gonna die. I'll say it again. I either gain one smile, or lose two health. It's fine, I won't die yet, guys. Living dangerous.” [Players laughed at the interactive dynamics]

If you had a magic wand what would you change?

- 58:16 “I want a cheat, like a cheat sheet, you know, where I can see the rules.”
- 58:30 “It would be nice to have more, like, goals.”
- 1:05:10 “I think these should... you should be able to override them. Like, if I got something like this, I should be able to use a quick little map to override it, because I feel like there isn't a lot of strategy in the game, and so anytime you can make more decisions, like, do I save this so I can do the goal, or do I want to spend it to avoid this problem? That would make it more interesting. Yeah. And you could have saved yourself from a taco, like... I could have.” [Interest in a dynamic that is present in the cards]

We will make the following changes to gameplay:

- Play goes counter-clockwise
- Add the label “Cost:” to all resource cards to reinforce the rule that you pay for cards.
- Add \$5 bills
- Add more interaction to the cards
- Update rule card

The following questions assessed learning:

What was your favorite moment? What was your least favorite moment?

- 1:01:51 “I ate a taco and nearly died. Is that your favorite moment? I mean, I like the riskiness, like, the thrill. I was like, well, maybe I'll gain one smile later. Hopefully you're not doing that.” [Remembered some information]

Name 5 trouble troubles right now?

- 1:02:40 “Like, in actual traveling? Yeah, travel danger. Like, within this game. That's... that's a question, so it doesn't have to be. Oh, it doesn't” [Interrupted before completed]