



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

18:53 - "Oh, okay, if you use a resource turn at face down, you have to keep all the cards. And at the end of the game, you must brag about your trip." - players figuring out how to deal with a used Resource card, successfully.

24:28 - "Okay, would anyone like to trade? What if we just... Can we trade the same one? How many times can I do this?" - Players initiated card trading amongst themselves.

31:57 - "Wait, what if I don't land on goal? If you pass it, you can, get it. Oh, oh, okay." Players resolve confusion about goal acquisition amongst themselves.

Post-assessment:

- **Please brag about your trip.**
 - P1: "It looks like I asked a bunch of people for help. A lot of time. So, I went to Belladora, and I was really confused all of the time, but I got a lot of money from trading with people. Wow, that hostel. At the hostel. The hostel, they just gave me money. And I was able to get enough money that I went to a hotel where I can ask the consular helpline. I don't know what a consular is. So we both did make sure at each other at the hostel. Yes, at the hostel, because we got free money. Yes, exactly. And we both asked the front desk at the hostel, and then they gave us. More money. Oh, amazing. Great. And then I went to... I went

out a bunch after all of these wonderful events. I went to a street festival, I went to a giant market, and I took an overnight train somewhere. Wow! I guess not that far. I kind of only went, like, between two places. So I guess I took the overnight train back and forth between... Those two ones! Your favorite place in Balladora. Exactly. Maybe you heard about the festival later. Yes. And then I had to go back. Exactly. That's how I survived the overpass train. So that was my trip in Balladora, guys."

- P2: "I guess I did a lot of acting this trip, but it paid off. Not a lot of preparation except for emergency numbers, and I guess my water. And I met my friend, who's a local, who gave me the tour around Belladora. Yeah. Yeah. There was, I guess, a moment where it felt a little dangerous because there was a strike going on. I didn't understand what the strike was about, but thanks to my friend, we made it through. We made it to the festival, but... Didn't get it. No. You didn't have enough know-how or people to get it. That's right. We had no idea what this festival was about."
- "Well, a lot of things happen. This, yeah, this actually happens in my real life. My phone is at 2%, I'm feeling traumatic."
- A lot of traumatic things happened, like, passport was in a very 'safe' place, but I can't remember. I just lose another two smiles. I feel like I'm almost losing my smile. But luckily, I traded for eating at the Mysterious Local Specialty."

- Do you have a favorite moment or least favorite moment during the game?

- P1: "I wish I went around more of the board, but I felt like I was very incentivized to just stay around one goal, since they seem to all be refilling. I think because there's enough goals around the board, it doesn't make sense to really deviate, I guess, unless no one else is getting polls. But because I was just around this one goal, and then you guys were around, like, the other goals, it kind of made sense for me to just, like, stay there. Which I think detracted from the sense of, like, actually traveling, because I think it feels cooler to if I had gotten to explore more. I thought this hostel life card was really fun. That was kind of very cute. Yeah."
- P2: "I think the unknowns are nice."
- P1: "I think interaction with other players is awesome. I wish there was more of that because I do feel like otherwise it feels very like Candyland where I'm just sitting there and I roll my dice and I move a little bit, but it doesn't feel like I have much ability to interact. And I feel like when you're traveling, that's like kind of."

- **Can we name 5 travel dangers/troubles that are related to the game?**
 - “Not enough water. Forget where your passport is. Didn’t charge your phone. Get scammed by your cousin. Don’t the name of your hotel. ”
- **Can we name 5 travel tools that are related to the game?**
 - “Consulate. Charades. Talking to people. Portable charger. Water bottles. ”

Game-specific:

- **Did you feel any sense of competition with each other?**
 - P1: “Like, there is no need for me to... I couldn't strategize in regards to what the other players are doing. Like, there's no way for me to... Oh, like, stop me? Yeah. Because the only thing I can do is buy goals. So there's... it's like, if the other person's ahead, it's like, oh no, bad draw. I guess, okay, but it does feel like it could be a solo game. Like, the other players don't really have that much interaction”
 - P2: “I wondered, too, because, like, we were learning the game, it felt collaborative in that way.”
- **Did you find yourselves avoiding or not really caring, like, unknown versus others?**
 - P1: “I think resources were definitely more, useful, but it also didn't feel like I could really... I felt like most of the time I was choosing between, do I land on a goal card, which doesn't get me anything, or do I land on an unknown, which is, like, could get me something beneficial, and I think. Not being able to do anything in a turn really sucks.” “when I was debating between unknown and resource, I would definitely go for resource first, because it felt like a surefire way to either get money or get things. I felt it was more efficient to get resources to get goals because the goals are really good. They give you a lot of things. I just feel like I had an unfair advantage because I went by myself that one way.”
 - P2: “I don't know, I kind of want something to happen. You're the pastor princess on the field? Shout out to Unknown.”
 - P1: “I think they're interesting. I think there's like a fun through discovery in doing the Unknowns.”
 - P2: “Me too. Maybe it was like, oh, I got a good Unknown. Maybe the next one will be good too. Yeah. It's like gambling. Almost like gambling. Gambling is very fun. Yeah.”

“Maybe adjusting the number of unknowns to the number of players?”

 - P1: “I think I tend to find myself enjoying, like, fellowship slash challenge games more so like this. (Those) would be a game that I tend to enjoy? But I think for people who enjoy games like Candyland and the game of life stuff where it's you experience things and things happen to you. I think I think that's what this game achieves. But I think I think it should be a deliberate choice that oh, it's not really, the competitors are there, so you have a win in this condition. And the game ends. But I think it would be difficult to make it feel like you have ownership over

that just because the main mechanics are very random, if that makes sense.
Anything I learned about traveling through the unknowns of the resource.”

We will make the following changes to gameplay:

- Players resolved their own rule questions but slight improvements to the rules were made.
- Players wanted more interactions with peers in the game and while these are present in the decks they were not drawn so some less engaging cards were removed.
- Players wanted more money so everything was scaled by 10.
- Shade in the region of the resource section that is for the deck so it is visually different from the 3 resource store locations.