

One real table. Honest observations.

P001.1 paper prototype | Blank playtest record | Shared Passage

Gather 2-4 players. Start a 45-minute timer after setup; record the actual time and whether you finish or stop. An unfinished game or an unresolved rule question is a useful result.

Session / date: _____ Players (2-4): _____ Minutes played: _____

World revealed: _____ Outcome: Passage opened / stopped unfinished

01 Before the first move

Print check: A4, 100% / Actual Size. Card measured: _____ x _____ mm (target 44 x 78).

Could everyone read the cards? Yes / no Cutting, missing parts or print issues:

Start: one Character and one Artifact each; no Values. All at Beyond. Random hidden World.
Session choices: shuffle and deal Characters; random first player. Any changes or other agreements:

02 Record the firsts (turn or minute; write 'not reached' if needed)

First meaningful choice - player, options and reason:

First printed PASS/CARRY - card and from/to players:

First Harbor arrival / World reveal:

World Condition completed / Passage opened (separate moments):

03 Final positions and Values

Player	Position / Beacon	K	T	C	Artifacts held / eligible at Harbor?
A					
B					
C					
D					

K = Knowledge, T = Trust, C = Courage. Mark unused player rows with a dash.

What should the next table learn?

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Session / date (same as page 1): _____

04 One uncertain moment

Card name or ID, player positions, what happened, and the exact question. If none, say what was clear.

Temporary interpretation your group agreed, and how it affected play. Keep it consistent for this session.

05 One meaningful choice and one improvement

What options did a player consider? What changed because of their decision?

The one change that would help the next group most, and why:

06 Would each player play again? Ask separately.

A Yes / no / unsure Reason: _____

B Yes / no / unsure Reason: _____

C Yes / no / unsure Reason: _____

D Yes / no / unsure Reason: _____

07 Hand over for independent review

Submit these observations in the physical playtest community task. Include the version, player count, actual duration, outcome, uncertain moment and suggested improvement. A board-only photo is optional.

Report natural play separately from any prepared card scenarios. Do not invent missing events. The reviewer must be someone other than the contributor; submitting does not complete the task.