<u>Playtest Rating Guide</u>

Start with a report of what happened in the game: what decks were played, the general flow and outcome of the game, any remarkable occurrences, etc. This does not need to be incredibly detailed: a short paragraph is usually sufficient. From there, each new card that was played should be rated.

Keep your reports simple and concise. Minimum data for any card reviewed will include number of rating, how it played in the game and overall feedback (to include any combination of: how it could be better, why it's good for the game, why it's bad for the game, why it's perfect and should be printed right away or how to tweak it to make it more playable). Three components to each review: Rating, game play, evaluation.

A typical card review could look something like this:
Counterstrike 3.0
Only used it once in one game and discarded it in the second game. First game use came early when I sent an attacker on a suicide mission just to use it. Second game discarded it because I had table control I and wasn't losing any characters anytime soon. Interesting remake of Curtain of Fullness. Fewer resources makes it splashable, but conditional use makes it a little harder to play. The balance is that when you'll need to use it the most, you'll likely be able to play it because you'll have something dying. Like any card that triggers from a smoking, it basically encourages suicide runs, which may not always be a good thing.

RATINGS: Here's the rundown of how to rate cards:

4.5 - BROKEN. A broken card is one that creates endless loops, generates infinite power or is part of a card combo that ruins the game. A broken card is not a "too strong" card. Do not use this rating lightly. This applies to cards like pre-errata Spin Doctoring and Bull Market.

4.0 - TOO STRONG TO BE PRINTED. This card is not broken but is simply bad for the game. It is way above the power curve and distorts the design process going forward. Think of cards like pre-errata Netherflitter or pre-errata Ancient Stone Arch. Be conservative when using this rating. Just because you won a game with a card does not mean it is a 4.0.

3.5 - VERY STRONG BUT PROBABLY PRINTABLE. This card is among the best and will almost certainly be a staple in every decks of its respective faction. Any card with this rating will be closely watched and possibly nerfed slightly to balance its strength against its peers. Definitely the high end of where we want our cards. Cards like Jade Willow and the Classic version of Operation Killdeer fall into this rating.

3.0 - SOLID, PRINTABLE CARD. You expect this card to see a lot of play and possibly be a staple of the faction. We want most of our cards to fall right about here. Good 3.0 cards include Kung Fu Master and Moonlight Raid.

2.5 - DECENT, USEFUL CARD. This card is not for every deck or every game situation, but has something about it that will make players want to pack it. This is roughly the low end of where we want a card to be. Examples of 2.5 cards include Stolen Plans and Shih Ho Kuai.

2.0 - MEDIOCRE CARD. This card is not very good, but still has potential. It might see some play, but only in very specific decks. This card would probably not be printed as-is, but might see light if improved somewhat. 2.0 cards might include the original Red Lantern Tavern or Bounty.

1.5 - POOR. - There may be some aspect of this card that's okay, but it is not worth playing as is. This card probably be saved with a lot of work, but as it stands, you wouldn't use it. Examples of 1.5 cards include Abysmal Daughter and the original Water Sword.

1.0 - BAD - There's no reason you'd use this card. There may be a kernel of an idea here, and with significant changes, it might become a decent card. A 1.0 card might be the original Speed Boat.

0.5 - COASTER - There's maybe some tiny aspect of this card that is useful - decent designator combinations, for example - but otherwise it's only good for setting your drinks on. Think Mooks.

0.0 - This card has absolutely no redeeming value. The Design Team should feel ashamed for proposing any card that receives a 0. No such card exists, thankfully.