

Immortal Journey

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1. Setting up with drawing XP and weapons works well.
2. Youngest player starts does not work, because actually everyone starts together.
3. Plays location card together work well
4. **“Players reveal one event card and all share event”**
5. Combat works, but focused a bit about remaining health.
6. **Move “Other rules” into corresponding sections**
7. **Say put location back into the hand.**
8. 8-8 weapon too OP, even with NPC helps does not win
9. **Combat on will need clarify, ‘combat only happens if both side agree for player in the same location’**
10. If doesnt say something, don't do it.
11. Reforge of weapons into powerful weapons.
12. Banda does not have positive affect
13. Power NPCs