

Feedback / Question	Feedback / Question	Severity/Priority (1 - 5) 1=Most Severe, 5=Least	Proposed Solution	
Iteration 1				
The setup process was	Players sometimes forgot to put HP tokens on the board.	2	Use a diagram to show an example of the board after setup.	
Players took used cards too many times, which was unfair.	Players already knew the content of the used cards, so they should not take them again.	3	Players should put used cards off the board instead of putting them back to the pile.	
Sometimes player's HP token could be larger than the maximized value.	After players used Ability Cards that could increase their HP, the HP value may exceed the maximum	4	Write in the Rules that player's HP value should never exceed the max value even if they used Ability Cards	
The physical attack cards were too few.	There were only 4 physical attack cards, but most players could not use magical cards in the first round.	2	Add 4 more physical attack cards.	
Players were not putting correct number of value tokens in Combat 3	Players were still using 6 tokens instead of 10 tokens because they did not pay attention to the rules.	5	Write on the Combat Board to remind them about the change of value tokens.	
Players forget to change attribute values in Combat 2.	Players do not notice in the rules that they should change their attribute values.	2	Write it more clearly in the rules.	
Players should decide attribute values by themselves.	Players sometimes throw dice at a very small value, which influences their ability to use cards.	1	Allow players to decide Attribute Values by themselves as long as the total number of value is the same.	
Players think event cards show up too late.	Players think event cards make the game much more fun and wish to play them ealier.	2	Let Event Cards appear in Combat 2 instead of Combat 3.	
Not all Equipment Cards	There are 6 Equiment Cards in total, but only 4 are used.	4	Make it clear in the rules that only 4 Equiment Cards are used.	
Upgraded Monstar Cards do not have special functions.	Players really like Upgraded Monstar Cards and hope they have more functions.	2	Add some cards unique to each Monstar Card.	
Iteration 2				
Players want to have more cards unique to their Monstars.	Players think the Upgraded Monstars do not have special functions, so the evolution is	1	Design Evolution Cards that have speical abilities unique to each Monstar.	
Some Evolution Cards are so powerful.	Some Evolutions Cards allow 2 cards to be used at the same time, which hurts to much.	3	Put a restriction to only use 2 cards at the same time for once.	
Players do not know who chooses Evolution Cards first.	Players have the same Monstar Cards do not know who can choose Evolution Cards first.	5	In this situation, player who loses Combat 2 can choose first.	
HP tokens in Combat 2 are too few.	There are only 6 HP tokens, but Event Cards are much more powerful, so the Combat ends very quickly.	2	Change 6 HP tokens to 8 HP tokens.	
Players do not know how to decide Attribute Values.	Players are confused by this rule and the Attribute Value decided by them is still unbalanced sometimes.	3	Still use a dice to decide Attribute Value. Change the value on each side of the dice to make sure very low value does not occur.	
Players are confused by the page of the rule.	The rule does not have a page number so players are confused.	5	Add page number to the rules.	
Players do not know each combat is a new game.	Players initially think each combat is the cotinuation of the former one.	5	Show a diagram of the setup.	
Players do not know how many cards they should take in each round.	Players think they take two cards in the first round for Combat 2 and 3.	3	Write this in the rules of Combat 2 to remind players.	
Iteration 3				
Players think there should be a reminder of losing HP.	Some cards make players lose HP in the next 2 or 3 rounds.	4	Put stickers onto this kind of cards	
Players want to have more cards.	Players think physical cards are too weak.	2	Add more powerful Ability Cards.	
Muse never has a chance to use its Evolution Card.	A player who has Muse as her Monstar never has a chance to use two Magical Attack Cards at the same time.	3	Add more Magical Attack Cards.	
Players can not evenly distribute cards.	There are always two cards left when all the other cards are taken, so players cannot each take two cards.	3	Make sure the total number of Ability cards are even.	
Players do not follow the setup diagram.	Diagram appears too late. Players notic it too late.	4	Move the diagram to the start at the Set Up section.	