

# Celestispiel

## Game Prototype Testing at Celesticon 2014

Location: Livermore Valley room - on the 2nd Floor

What is Celestispiel? It is a “protospiel” event. Veteran and novice game designers, & publishers come together to playtest new game designs!

Participants are expected to give as much time as they take - in other words, run your own games, but also play the games of others.

*Non-designers are also welcome to join in. There will be raffle tickets given out to playtesters, and of course, fabulous prizes!*

### Schedule:

#### **Saturday**

10:00 AM: Orientation

11:00 AM - 10:00 PM: Playtesting

#### **Sunday**

10:00 AM - 10:00 PM: Playtesting

#### **Monday**

Room will be available

(Note also the design and publishing seminars on the Celesticon schedule)

## Running Playtests

### **Do**

- Be polite and patient with your playtesters.
- Complete a Playtest Log half-sheet for every playtest and turn it in.
- Give a raffle ticket to each player.
- Adjust your teaching to the level of experience and style of your players.
- Be clear about the theme, mechanics and stage of development of your game.
- Be respectful of time.
- Use feedback forms if you wish.
- Feel free to make revisions and rule changes on the spot.

### **Don't**

- Give players all the rules at once.
- Camp on tables in the playtest room.
- Be defensive when you receive feedback.
- Ask your playtesters loaded questions, “Is my game not awesome?!”

## Being a Good Playtester

### **Do**

- Choose to playtest games that fit your gaming preferences and style.
- Try your best to learn the rules quickly, but don't worry about knowing all the details at the beginning.
- Ask questions, but save deep discussion until after the game is played.
- Take notes if necessary.
- Focus on the game that is, not the game you want it to be.
- When providing feedback, be clear, direct and honest.

### **Don't**

- Interrupt the flow of the game to make suggestions or criticisms.
- Judge the components or art of the prototype, unless the designer asks.
- Forget to turn in your raffle ticket!

# Celestispiel 2014 Designers and Games

**Tom Jolly**, Designer of Wiz-War, Drakon, Cavetroll, etc.

**Website:** [www.jollygames.com](http://www.jollygames.com)

**Bringing to Celestispiel:** “Market Day”, a resource management game in a renaissance marketplace. “Asteroid Miner” – a worker-placement/resource management game in the asteroid belt. “Barons” – a worker placement and area-control game in feudal times.

**Ted Alspach**, Designer and Publisher: Bezier Games. Titles such as Ultimate Werewolf, Suburbia, and Castles of Mad King Ludwig.

**Website:** <http://www.beziargames.com>

**Bringing to Celestispiel:** New prototypes of potentially great games!

**Teale Fristo**, Designer of Corporate America and Shadow Throne

**Website:** [www.nothingsacredgames.com](http://www.nothingsacredgames.com)

**Bringing to Celestispiel:** Shadow Throne: Shifting Shadows – Drafting, hand management game of Machiavellian intrigue. Bird Watching – 10-15 minute simple collecting/trick-taking-ish game. Wizard Writers – Drafting, engine building game about wizards studying magic, trying to write the most influential book about it. Techies – Bidding, Drafting deckbuilder about tech start ups trying to balance making money with being cool to attract talent.

**Ryan Walters**, Zynga Games Developer by day, game designer by night

**Bringing to Celestispiel:** Bringing Wu Xing. It is a deckbuilding war game in which players become masters of the five elements and unify ancient China! Players must build decks to overcome neutrals, develop technology, and wage war on each other! Players must control capitals or take large swaths of territories to win!

**Scott Caputo**, Designer of Völuspá and Kachina.

**Bringing to Celestispiel:** “Cheez”, a simultaneous spatial puzzle solving game with a mouse and cheese theme for 2-5 players, and “Ruthless Pirates”, a filler game for 5-8 gamers involving dividing loot, negotiation and voting. And other prototypes

**Jeff Cornelius**, Cofounder of Cosmic Wombat Games – publisher of Stones of Fate and Campaign Trail

**Website:** <http://www.cosmicwombatgames.com>

**Bringing to Celestispiel:** Ascendant, a drafting tableau building game with a unique new mechanic of persistent odds management; Campaign Trail, a resource management and area control game set in a presidential campaign. Plus Witch Hunt and Grow, Garden Grow.

**Gabriel J. Cohn**, Designer of several unpublished games, a few of which are being reviewed by various publishers.

**Bringing to Celestispiel:** Biosphere: Players compete to develop settlements on a new planet while fighting over development of the atmosphere using auction and action allowance mechanics.

**Jason Doyle**, Newbie Indie Game Designer

**Website:** [www.etherframegames.com](http://www.etherframegames.com)

**Bringing to Celestispiel:** Starship Admiral: A sci-fi tabletop minatures game with a very high degree of customization.

**Jeff McArthur**, Author and game designer whose work includes Command Combat: Civil War, The American Game, and The Command Combat Battle Reports Youtube show.

**Website:** <http://www.commandcombat.com/>

**Bringing to Celestispiel:** Relic Worlds: The Lost Worlds. Bandwagon Games

**Jarrett Ford**, Project Manager Star Wars: The Old Republic and Dead Space 3; Designer/Founder/Owner Shadow Balance Games, LLC.

**Website:** <http://www.shadowbalancegames.com>

**Bringing to Celestispiel:** ELEMANCERS™, a 2 player strategy-based fantasy board game that puts you in the polar conflict between the Light and Dark Factions, wielding the powers of Creation or Death to secure your elemental dominance in the world!

**Chris Roberge**, Long-time gamer most excited by family strategy boardgames.

**Website:** <https://sites.google.com/site/craneandmoondesignsgames>

**Bringing to Celestispiel:** Genome – a tile placement and grid movement game about the research and manufacturing of a new microbe, Donut Time – a set collection and network building game set in a donut factory where players try to bake and collect different donut flavors.

**Luke Laurie**, Designer of Stones of Fate, blogger: League of Gamemakers.

**Websites:** <https://sites.google.com/site/lukelauriegames/>

**Bringing to Celestispiel:** Dwellings of Eldervale, co-designed with Peter Vaughan – a fantasy themed worker placement area control game, and Drill, Baby, Drill (co-designed with Tom Jolly) – A euro worker-placement, tableau building game with an energy and environment theme.

**Jack Greene**, Old School game designer wading into the EURO pool

**Bringing to Celestispiel:** 1658 EMPIRE OF THE SEAS – a four player card enhanced game of trade and empires set in the mid-1600's. Players are Spanish, French, British and Dutch trading and fighting from Manila to Europe to the New World.

**Candy Weber**, Designer of BoardGameGeek The Card Game, coming out in November

**Bringing to Celestispiel:** Ye Olde Toy Shoppe: Family card game and filler for gamers, 2-6 players, 30 minutes. Interstate Trucking: Move your truck around the US on the interstate highways, picking up and delivering goods. Gateway board game, 2-6 players, all ages, 60 minutes. On the Grid: Build a great word search for your temporary partner to find lots of words, progressing through more interesting scoring in successive grids. 1-6 players per copy of the game, 30 minutes. Museum Heist: or Who is Stealing the Great Treasures of Europe? Become the richest thief by stealing sets of national treasures. Rummy-style game. 2-6 players, all ages, 30-60 minutes. Scrambled Fairy Tales: A vindictive fairy scrambled the elements from the traditional fairy tales, so story tellers need to unscramble and/or make new tales. Family card game and filler for gamers, 2-6 players, 30-60 minutes.

**Mark Schynert**, Events Scheduler, DunDraCon; editor/co-author, Compleat Arduin RPG

**Bringing to Celestispiel:** Nation State—a multi-currency euro board game with role choice and tempo management, and an imperialism theme.

**Brandon Raasch** Designer/Publisher of Dubious Alliance

**Bringing to Celestispiel:** Retail Mogul – a simple, ‘area’capture’ ,euro-style board game. 3-5 players, ages 12 and up, approx 60 minutes or less. Theme-Players compete for Manhattan real-estate in a contest to create the most lucrative franchise of retail stores.

**Josh Sawyer**, Newbie entering the design arena.

**Website:** <http://harbingergames.wordpress.com>

**Bringing to Celestispiel:** Threshold: Ascension – A tactical table-top miniature skirmish game, designed to give players depth and the ultimate control in determining the outcome of their encounters. Gameplay is fast, with players alternating single model activations so the players are never left waiting to interact. Full games play in 90 minutes or less, with smaller scale encounters lasting 30-45 minutes. Rule mechanics are simple to learn, but will take time to master.

**Payton Lee**

**Website:** <http://chancegamer.com>

**Bringing to Celestispiel:** Monster Mansion, it's a wonderful little dungeon crawler where players can meet all the monsters of myth and legend, with an additional element of hidden identities between the players. The game is intended for 3-8 players and is strictly timed. Each game players will have exactly 5 minutes per player to reach the exit and escape, so in a typical game of 5 players this is equal to 5x5=25 minutes.