Wizards of Wysteria, by Tim Blank!

- *"Keep in mind I don't do generic themes well; PLEASE suggest a better one!"*

Graphics:
- Apprentices need some sort of identifier for when they activate; tough to parse based on assumptions

Gameplay Mechanics:
- **During rules:** Everyone's board is the same but the elements ["stones"] are imbalanced in value based on what's on starting board
- I like the concept of being able to choose going across or down in the machine; adds a depth to the engine-building
- I like the costs of the machine parts now that I know the actual rules, haha; I anticipate it adding strategic tension to the choice of machine parts
- Dragon Attack mechanic straight outta Clank! which is cool because it works
- I'm confused about how dragon attacks work, but I imagine it'll be clarified through play [you only fight on your turn! aha!]
- **After turn 3:** Apprentices are not interesting enough; none of us have made moves to buy any, and that might be because you two aren't interested in buying any before you have more engines built, but for me I just do not care about any of the three [this note was made before I knew that Screech's power still let the dragon hit the other players, but I still think the apprentices could be more interesting]
- **After turn 4:** I feel that my engine got a huge boost in power, but I'm limited by the 10-item limit in my bag so I'm at least fairly confident it's not *broken*
- **After turn 7:** I really like the design choice of the MANDATORY conversions, because it makes the game's engine-building less broken and more strategically tense; I'm feeling the pressure of specializing in just two of the four elements
-

Misc:
- I got no use out of multiple of my apprentices [the dragon discounts were best, I used the extra-bag-space once, reinforcing my view that they're boring; I think they'd be more exciting if ALL of them provided base points and some provided MORE instead of an ability; that would naturally and easily incentivize players to buy them even if they didn't want or need the ability. Doing so would alos mean you wouldn't even *need* a separate rule for cycling the apprentices, since they'd naturally be snatched up. It also exerts pressure on getting apprentices in general and on the subsequent resources which adds strategy to the game overall that I think is lacking.
- There are WAY too few dragon attacks, and half of the dragons aren't even threatening
- Endgame dragon kill makes points irrelevant in most cases

Responses to Others' Feedback:
- **Andrea:** I agree that the engine-building stopping super early is a bit anticlimactic; I really like the idea of not having a consistent engine due to dragon attacks!

- Yeah, being able to play around the dragons would be more interesting
- I agree that first player has an advantage based on green conversions
- I think that each player starting with different color additions in the top corner would only really work if the stones were of equal value across the board, which I'm not convinced is a benefit to the game
- I think that having an **even distribution of possible machine element outputs** is not a direction that would benefit the game, but Andrea's points about the math being TOO balanced are sound and I agree with
-

Homework:
- **Clank!,** for their Dragon Attack mechanics**:** https://boardgamegeek.com/boardgame/201808/clank-deck-building-adventure
- **Mechanica**, as it's the best example of variable-path factory engine building I can think of: https://boardgamegeek.com/boardgame/268493/mechanica