

## Send in the Clowns

### Introduction

- Good introduction to the game as it sets the scene.
- Allows the players to get into character.

### Required

- Just mention what is required at this stage.
- Keep it simple, no need to go into much detail at this point.
- Keep to definite numbers; avoid saying 'At least' and 'Large amount'.
- How many dice do we need and how many Anticipation tokens do we need?
- Boards – Mention how many and which is which. (Avoids any initial confusion)

### Set up

- Nice, simple set up, however you will find what you mention in 'Overview' could easily go into setup instead. (Suggestions below)
- Deck compositions should go here too. It's part of the setting up.
- When deciding who goes first, do you mean the number on the die? Rather than calling it a score. As this may get confusing when talking about the dice as well as the actual scoring board.
- Call different objects/subjects by different names. Again avoids any initial confusion a player may get.

### Overview

- Rounds? Do they need to be called rounds? Is it not just a continuation of sequenced turns? A round often means another game, once reached the end, and you have a number of rounds to then decide the overall winner. In this game, that is not the case.
- Placing anticipation tokens – this part can be put into set up.
- Ringmaster Cards – when dealt up, are they dealt to the whole group to play, or is this the same as your next mentioning of these cards. That each player draws a Ringmaster card on their turn? If so, neaten up this explanation, no need to mention something twice if it has the same meaning.

## Send in the Clowns

### To Play

- When instructing the players how to play, fully explain what you mean. Say it as one sentence and not in 3 paragraphs. As it splits it up, and confuses the players rather than helping them.
- Where do the players start from? To be able to move to another space. This should be mentioned in Set Up.
- Don't make a simple explanation long winded. Just say "a player cannot move into a space where another player is."
- Dice – Do each of the players get 3 Dice to start with? If so, again this should be mentioned in Set up.
- I was so happy when I saw you did an example. I am all up for examples, especially when something may not be that clear to a stranger, who is new to the game. Also I think for your target audience, this is great. A job well done in including an example.
- However, I was confused by what you meant by this: "So as per square they draw 2 cards and keep 1. There is also 4 applause counters on the square which they take. And they then draw and keep an extra card." They seem simple as separate sentences but not together. From my understanding how can you have 4 Applause counters on one space? I thought there were only one counter on each space which is the Anticipation counter.
- Also you've used the wrong there, for your meaning. You mean this 'Their', as in it is "a person's turn" or "it's their token", not that that "we went there".
- Explanation for moving forward on Applause Track is simple. I love it. You got a tick for it.
- Leap Frog - is a kind of cheat, as it allows the players to get one place ahead (or how many players are in their way), getting nearer to the end. I found that as I played it, the first person to get more points than the last, and leaps over the spaces that other players are one, which are then not counted as a square, always seem to stay ahead, and the other players don not seem to be able to catch up. Is this intentional? For me seems kind of unfair.

### To Win

- Even after finishing/winning players are allowed to continue playing. This is a great concept in one way, as while those who have finished wait for the other players to get to the end as well. They still get to play. Avoids any boredom, and for a 2 player game, avoids the other player being left to play by their self.

## Send in the Clowns

- However, this also has a problem with it. Wouldn't those after reaching the "green area" gain more points than they already have, by continuing play. Therefore unbalancing the game. Again is this intentional?

### Cards

- Keep all explanations of cards together. Do not separate them, like you did with the "Stunt Card".
- As mentioned above, the deck compositions should go into set up, so this part of your instructions is left purely to explain each of the cards.
- A not about 'Deck Compositions' when mentioning how many cards, put that number at the beginning of card name. E.g.: 4 Applause cards<sup>2</sup>. Makes much more sense. Then trying to figure what both of the numbers are meant to mean.

### General Notes

I don't actually get what the roles of the dice are? What are they meant to do? How do they affect the game play?

All games with a larger number of players usually do take slightly longer. This is nothing to worry about.

While playing the game I felt the game would be sorted for 2-4 players, as I think any more, for that size of board would crowd it up. And you do really need to decide on what is your maximum number of players is, so you can work out how many dice you need, how many anticipation tokens etc.

Although there was not anywhere telling you where to start from, I placed the player tokens on each of the outside spaces on the outer rectangle. Is this correct?

Rules definitely need a good layout and to be simple for your age group. Even this is just the prototyping and testing stages it is good to get them sorted now, or at least noted down.

This leads onto the size of the cards, they are quite small, for a children I would expect them to be the size of a standard card, or at least bigger, so that they are easier to handle. You may also want to mention in set up after the deck compositions to shuffle the cards. ;-)

Do players after taking in account of what their card says. Do they discard of them? Is there at any point a player has to keep a card throughout the game? Or are they all discarded of after a players turn?

Also after a player has left a previous space, do the anticipation tokens get put back? So there are always anticipation tokens on the board? Or not?

Just review your instructions, remember to always proof read, also review all your mechanics, to see if there are any you want to change or there are some which are actually pointless.