

Playtesting: 04/22

They can move the ring after they get it slide to them, they are having a hard time

Only 8 points of contact, a team was wrapping string around tables.

Should specify that it can only be taped or each edge specifies as an anchor point

2 points of contact within ring

Stuck forever because you can't move yourself might just be a reset

Complete restart (balls back in center back to corners)

Reset can be good or bad

If you are almost back then your teammate messes something else

Maybe the only person that screws up has to reset to whatever corner is free but must put back their stuff

Restrict the number of times that you can touch the string

Need to specify 'runners' are judges for the contact of string/ illegal stuff and enforce the rules if they do

That player has 30 seconds to reset to any corner if they trip something

Liked the slide and can't move aspect made it more interesting

~~Idea: what if we attached string to the ring (4 strings) they can manipulate the string~~

The runners judge if a ring doesn't make it all the way there they can take that same trajectory and move it farther forward

Arrange the strings (make restrictions on how many anchors they can have on a table/board)

What if they just focused on blocking off just one player so it's impossible for that player to move and they automatically lose

Wasn't sure if you were allowed to pick up two balls at one time and pass off the balls

Maybe modify the cone and the bowl to be a bit more stable and easier for reset

Passing ring, was much harder to keep stationary from last player.

Passing ring and then being able to move.

String touching restrictions

Restarting as a method

Relying on other people to be good at the game.

Numbers of touching string. Lasers require a 'twang'

04/26

