

Exo Tomb – Playtest Guide

Version 0.8

Thank you for being here!

You are playing a near-final version of *Exo Tomb*.

The core mechanics are in place, and the game is fully playable.

This test is no longer about whether the game works, but how well it feels.

Ideally, play multiple sessions to get a sense of progression, decision-making, and replayability.

What this test is about

Your feedback will determine how polished the final experience will be.

Please pay special attention to the following:

During the game

- Were there any unclear situations or room for interpretation?
- How smooth did the overall gameplay feel?
- Did combat feel fair and engaging?
- Did you feel like your decisions mattered, or did randomness dominate?
- Were there moments that pulled you out of the experience?

After the game

- Did the objective (collect relics & escape) feel clear and motivating?
- Approximately how long did your session take?
- What worked particularly well?
- What bothered you or slowed the game down?
- Which rules would you simplify or clarify?
- Did you feel like playing again?

Important

Be direct.

Clear, constructive, negative feedback is more valuable than vague positive feedback.

Surface-level praise doesn't improve the game — concrete criticism does.

Components & Notes

Combat Assistant

You will need the Combat Assistant to play.

An STL file is included in this download.

If you don't have access to a 3D printer, a simple improvised paper version is completely sufficient.

Recommended Printer Settings (FDM):

0,16 mm Layer Height

5 % Infill (Gyroid)

4 Top Layers

3 Bottom Layers

Miniatures & Standees

Exo Tomb explicitly encourages kitbashing. Use miniatures that fit the setting.

Alternatively:

- Use the included standees (currently, artwork is available for four creatures — the rest is up to your imagination)
- Or improvise with tokens

Visuals don't matter at the moment — focus on gameplay.

Markers

Exo Tomb uses markers to represent room effects.

For testing, simply use differently colored dice.

Note on Content

The game is largely complete.

Some elements may still require fine-tuning or balancing.

If something feels “unfinished,” that's exactly what this test is meant to uncover.

Feedback

Please fill out the feedback survey.

The more specific your feedback, the more effectively the game can be finalized.

Feedback survey:

<https://docs.google.com/forms/d/e/1FAIpQLSdNTDcER57BiGU6dytF0CqmuqFvxJ85dSQciGMjU3ctFsIKsA/viewform?usp=publish-editor>

Join the *Exo Tomb* discord:

<https://discord.gg/JpnYbuJQ6T>

Thanks again for testing *Exo Tomb* — and enjoy your time in the ruins of Exoplanet 12.