

Did the heist work?

One sheet per session. Record what happened before changing a rule.

Session

Date: _____ Host: _____ Players: _____

Version: 0.1 / Base or vault? _____ / Tables: _____

Rules taught by designer? YES / NO Gift budget or household props: _____

Measure the friction

Teaching time: _____ min Playing time: _____ min Total: _____ min

Rules questions after round 1: _____ Host interventions: _____

Longest wait between meaningful decisions: _____ min

Successful gift moves: _____ Blocked moves: _____

Regroup/pass turns: _____ Basic 2-card SWIPE attempts: _____

Collect private responses; tally here

Use separate scraps for each player, then record averages and counts:

Average 1-5: interesting choices _____ / involved between turns _____

Would play again: YES ____ NO ____ / Last player too powerful: YES ____ NO ____ UNSURE ____

Prefer this to normal Yankee Swap: YES ____ NO ____ UNSURE ____

Favorite moment: _____

What felt unfair or slow? _____

Watch the mechanics

Did everyone always have exactly one gift? YES / NO

Did every gift stay eligible to move until the ending? YES / NO

Did anyone miss a reaction window or draw a comeback card too early? YES / NO

Did anyone finish unhappy specifically because of the rules? YES / NO

Which card caused confusion? _____

Decision for the next version

Keep: _____

Change ONE thing: _____

Reason, with an observed example: _____

Next test group/date: _____

Proposed release gate: at least 5 blind-host sessions across 4-10 players, no unresolved rules disputes, most players choosing this over ordinary Yankee Swap, and at least 80% saying they would play again. These are design targets, not measured results. Validate large-group claims with separate live tests.