

Karbon Play Test Notes for Solaris

These are all [Play Test](#) notes for the [Solaris](#) game.

- All mechanics of significance need narration, Fallout for example. (Chris)
- The winner earns narration rights should be optional. (Chris)
- Advancements should not be random. (Lx)
- Possibly too many steps from Training d8 rule. (Jason)

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