

# 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 two many steps from Training d8 rule. (Jason)

From:  
<https://wiki.wishray.com/> - **Wishray Wiki**



Permanent link:  
[https://wiki.wishray.com/doku.php?id=karbon:play\\_test:solaris\\_notes&rev=1352081209](https://wiki.wishray.com/doku.php?id=karbon:play_test:solaris_notes&rev=1352081209)

Last update: **2012/11/04 18:06**