

Feedback, Playtesting & Collaboration

Status: Active Beta

Newest Version: Beta 2026-2

Frontiers is currently in active development.

Beta 2026-2 was a public beta iteration of the Frontiers engine, since superseded by the 1.0 release. This release is structurally complete at the engine level and is intended to be read critically, played at the table, modified, and stress-tested. Frontiers is modular by design. It is not a genre-locked game, but a framework meant to be built upon.

Submit Structured Feedback

If you have meaningfully engaged with the engine, whether by reading, running, playing, or building with it, structured feedback is encouraged.

Submit feedback here:

Beta 2026-1

The form collects:

- Engagement context (how you used the engine)
- Clarity ratings by subsystem
- Mechanical stress feedback
- Scaling and balance impressions
- Engine-level usability evaluation
- Open-ended revision suggestions

Submissions may be anonymous. Contact information is optional and used only if clarification is needed.

What Feedback Is Most Valuable

Actionable feedback is specific and structural.

Particularly useful insights include:

- Points of confusion within a subsystem
- Mechanical edge cases encountered in play
- Exploits or dominant strategies
- Encounter pacing friction
- Energy or Overspend imbalance

- Defense or scaling irregularities
- Ambiguity between engine defaults and system-level choices

If something stalled play, broke assumptions, or felt mathematically unstable, document it.