

The Playtest:

I played this game in the forest with a few of my housemates. I participated as both a hider and a judge. Playing the judge felt really entertaining, as my friends made up some pretty bizarre reasons as to why they couldn't hide properly. I felt like I was in a position of power, and the other players were trying to appeal to me. Some people were more lenient than others when it came to forgiving, which made the game more interesting. Playing as a runner was interesting, because I got to develop my own character and decide how I wanted to portray them to the judge. One time when I got caught I walked back limping, pretending to be injured so that the judge would have mercy. This turned out to be a good strategy, which allowed me to continue into the next round. As far as changes go, initially the judge only rolled 2d6. We realized that this timeline was a bit too short, as the low roll of 2 seconds made it fairly hard for interesting things to play out. Initially the scoring system had players losing a point for each failed attempt, but that felt a bit too back and forth since some players would get 2 and then lose 1 and it would cycle the scoring a lot. We found that the game was the most fun when the judge entertained the players at times, rather than just instantly denying players appeals.

Analysis:

My goal for this RPG was to create an active and fun way to explore a new space. I wanted the players to not only get the opportunity to adventure, but also to create their own story within a new space. The goal experience was for players to get to create

Judge	Player
<ul style="list-style-type: none">• Select playspace• Interpret player arguments• Act as a GM (dice roll, timer)	<ul style="list-style-type: none">• interact with play area• Create own character arc• interact with judge

some really unique and funny experiences that they wouldn't normally get to experience especially in some really boring spots. This can turn even the most mundane setting into an exciting new game with so much variety. The game doesn't require much material, and can be played in smaller groups (3 or more ideally). All design changes were noted in the playtest section. I believe that this version of the game is in a decent state, but I'm aware that things can always be improved upon. I believe that I have put enough responsibility on both the judge and the player, to the point where no role feels more or less important.