**GAME PLAYED: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ DATE: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**I.OVERALL IMPRESSIONS**

**1.How would you rate your overall experience with this game?**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| * 1 | * 2 | * 3 | * 4 | * 5 |
| **Underwhelming**  I will never play  again. | **Not so good**  Likely won’t play again, but could be convinced. | **OK**  Some fun. Will play again,  if in the right mood. | **Very good**  I will likely suggest it  and never turn it down. | **Outstanding**  Will always want  to play. |

**2.How does this game experience compare to other games that you enjoy?**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| * 1 | * 2 | * 3 | * 4 | * 5 | * N/A |
| **Much worse**  I found myself longing  to play something else. | **Worse** | **The same**  It was neither  worse nor better | **Better** | **Much better**  This is my new  standard. | **Too ‘\_\_\_\_\_\_’ to tell**  (i.e. early, different, etc.) |

**a. If you answered N/A, explain :\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**b. How would your game experience affect the likelihood of you actually buying the game?**

|  |  |  |  |
| --- | --- | --- | --- |
| * 1 | * 2 | * 3 | * 4 |
| **Not buy**  This game  does not have  to be in my  collection. | **Neutral**  Depending on my  mood while  shopping, I may or  may not get this. | **Maybe buy**  Future plays are  required to determine  whether or not I  should buy this game. | **Must buy**  This game  belongs in my  collection. |

**3.Did the Theme engage you?**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| * **No Opinion** | * **No** | * **Not really** | * **Sort of** | * **Yes** |
| **COMMENTS:** | The theme felt  pasted on. | The theme could have  been anything, but this  one worked**.** | At times I felt  engaged by the  theme, but was  never immersed. | This was a  completely  immersive game  experience. |

**II. ABOUT THE GAME**

***GAMEPLAY***

**4. Was the game play smooth from turn to turn?**

|  |  |  |  |
| --- | --- | --- | --- |
| * 1 | * 2 | * 3 | * 4 |
| **Awful**  There was zero rhythm or pulse to the  game. It was like my first time dancing. | **Some issues**  Some parts of the game acted  routinely as speed bumps. | **OK**  Nothing notable  either good or bad. | **Very smooth**  The gameplay had a very  natural flow to it. |

**a. Any additional comments regarding game play? (If you experienced some issues, please**

**explain): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**5.If this was your first time playing this game, when did the game start to flow or click?**

**Stated in other words, when did you stop focusing on the game’s mechanics and start focusing on the game play?**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| * 1 | * 2 | * 3 | * 4 | * 5 |
| **Full game<**  I never had the  opportunity to focus on  strategy – I was to busy  figuring out how to play. | **2/3 – Full Game**  I consider this game a  ‘learning game’. I was able  to focus on some strategy  later in the game. | **1/3 – 2/3 Game**  By ~ mid-game I could  get immersed into the  game and relevant  strategies. | **1/3 Game>**  A few turns are  required to  understand the  game’s mechanics | **First Turn**  The game is highly  Intuitive. I could  Focus on strategy  Immediately. |

**a. If you answered “Full game<”, how many games do you think are required (and why)?**

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**6.What were the most engaging phases or elements of the game?**

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**7.What were the most boring phases or elements of the game?**

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**III.RULES**

**8.How clear were the rules to this game?**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| * 1 | * 2 | * 3 | * 4 | * N/A |
| **Awful**  I could not make sense  of the rules. Outside  consultation was  **required**. | **Some Issues**  Some minor issues and  questions remained after  reading the rules. Outside  resources **helped**. | **OK**  The rule book was not exceptional,  but it did what it  was meant to do. | **Very Clear**  This rule book should be  Used as an example for  Other games. | I learned the game  without reading the  rule book (i.e. they  were explained to me) |

**9.Were you able to navigate the rule book easily during game play?**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| * 1 | * 2 | * 3 | * 4 | * N/A |
| **Awful**  I considered myself  lucky to find what I was looking for. | **Some Issues**  It was always a good time for others to take  bathroom and cell phone breaks when I needed to reference the rules. | **OK**  The rule book was not exceptional, but I found what I was looking for  when I needed it. | **Very Easily**  The rulebook is  extremely logical and provides plenty of easy in-game reference material. | The rules were not referenced during game play |

**10.If applicable, how clear and functional were the player aids?**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| * 1 | * 2 | * 3 | * 4 | * N/A |
| **Awful**  These should not be called ‘aids’. | **Some Issues**  I’m not sure that they were overly helpful. | **Good**  The player aids were, generally, useful during game play. | **Very Clear**  The player aids eliminated most, if not all, needs to reference the rule book. |  |

**11.Was there anything in particular that you either liked or disliked about the rules? Explain: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**V. FINAL THOUGHTS**

**12.Any comments about the game components?**

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**13.And most importantly did you have fun?**

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**14.Any final thoughts or comments you would like to add?**

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