**Playtesting Feedback**

**Number of people playing: 4**

**Age: 23, 21, 32 Gender: Male, Male, Male**

**What was your favourite moment or interaction in the game?**

**The conversations that occurred because of the game**

**The dreams discussion – the fact that you get to know people so much better and have intelligent conversations**

**The dialogue and interpersonal interaction**

**What was your least favourite moment or interaction?**

**There was one question which wasn’t based on an event/idea so it was difficult to lie or tell the truth about. It was too opinionated. (If any player was to be arrested, who would it be and why?)**

**Being the liar so many times in a row**

**Random elements, one person being liar 4 times**

**Which questions were your favourites and why? Favourite category and any specific questions**

**Questions that taught you things about other players, so like the risky or imaginary ones where you tell a story**

**Would you wake up if you knew your life was a dream**

**Would you wake up – lead to very enjoyable conversation**

**Which questions were your least favourite and why? Favourite category and any specific questions**

**See least favourite moment**

**The sail one**

**The ones that rely on knowing people well**

**Was it easy enough to work out your own score at the end of a round?**

**Yes**

**Yes, took me a while but I got it.**

**Yes, very**

**Were there any parts of the rules that you didn’t understand?**

**End mechanic**

**No**

**Nope**

**What do you think of the theme of the game? (Found in the rules)**

**Theme was good but if you change it to instead of testing knowledge between people to finding out information and forming new friends it could work for both categories.**

**Doesn’t feel like it has a theme in itself, and the almost colourless design of the cards and board didn’t help**

**Love the combination of people-fun and the gambling**

**Was there anything you wanted to do, that the game wouldn’t allow you to do?**

**Lie – should be able to lie by choice once per game as like a wild card**

**Nope**

**Bet in secret so people can’t use other peoples bets to influence theirs**

*There were only three lots of feedback for this as Alice was the 4th player. The players didn’t know what the theme/narrative was as we didn’t realise we hadn’t put it in the ruleset. We had to explain the rules of this iteration as we decided to change the scoring mechanics midweek.*

In previous play testing, we gathered players who knew each other well enough to answer friendship testing questions. This time, there were a group of 4 acquaintances who didn’t know how to answer some of the questions. They all mentioned that they would like more questions that helped them get to know each other better, perhaps by telling past life events, current beliefs and opinions and anything that could be answered with certainty.

We played with 1 liar rather than 2 in this play test, and the random shuffle and hand out of the truth/liar cards became a problem because one player played as the liar 4 times in a row. To solve this issue, we could try having a bag of tokens rather than cards, that players will put their hands into, to determine if they’ll be a liar or telling the truth (it can be difficult to shuffle a small amount of cards). Alternatively, what if we let players choose when they are a liar or telling the truth in a round? This may mean that if a player has an uncomfortable true story, they could choose to lie instead. It would also mean that players could take a break from lying/telling the truth, if that’s all they’ve done for a while. Players would have to place a liar card or a truth card down in front of them before answering, so they are committed to this choice and can’t change it.

Our two versions of the betting mechanic we’ve tested so far have been successful, we’ll be developing on these in our next iterations.