**Playtesting Feedback**

**Number of people playing: 7**

**Age: 21, 21, 20, 23, 20, 20, Gender: Male, Male, Male, Male, Female, Male,**

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

**When everyone thinks I’m lying but I’m not. My life is just weird.**

**Convincing everyone that I had a plushie of Dwayne ‘The Rock’ Johnson**

**Learning about others**

**Counting my tokens and winning by a landslide**

**When everyone thought I was telling the truth, but I fooled them and got lots of points**

**Being the liar**

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

**Some of the cards were not specific enough**

**This game made me a racist**

**Not being able to come up with answers**

**Putting the counters back in a small pot**

**N/A**

**Everybody judged me!**

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

**Risky and Personal**

**Most adventurous gave an opportunity to learn about the group I was playing with. Favourite meal gave me plenty of interesting options.**

**Most adventurous thing**

**Personal and risky questions**

**Risky – learning interesting things about people**

**What is your favourite meal**

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

**None**

**Morning routine was fairly bland, everyone gave near enough the same answer. What friends think of me that isn’t true seems too subjective**

**N/A**

**Non specific ones**

**Imaginary ones – felt it was hard to lie when it was an imaginary concept**

**-**

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

**Yes, it’s just counting**

**It was clear how many physical counters I had**

**Yes**

**Yes**

**Yes**

**Yes**

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

**No**

**Nope, all clear**

**Nope**

**No**

**The odds in the bidding were complex at first but okay after a while**

**No**

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

**No**

**The mechanics allowed for enough creativity that I didn’t feel the game needed anything more**

**N/A**

**N/A**

**Nope!**

**No**