A white background with black text

Description automatically generated

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1. INTRODUCTION

Welcome and thank you for taking the time to playtest our game, Against the Ruins. We are the developers of the game, and we've chosen you to aid us in evaluating the design, mechanics, and discovering the dynamics of this game, by playing it. We greatly appreciate your feedback and the time you've given to playtest.

1. WARM-UP DISCUSSIONS

Before we start playtesting, we have some questions we'd like to gauge experience and expectations.

* What are the games that you have played, or watched others playing, before?
* What do you like about those games?
* Do you prefer deck-building games like Yu-Gi-Oh and Magic: The Gathering?
* Do you prefer asymmetrical games like Dead by Daylight?
* Where do you usually hear or find about new games, whether board or digital?

1. PLAY SESSIONS

...what is it about, exactly?

The Archaeologists of the Expedition test their mettle against an increasingly degrading ruin powered by the Ancients. Delve deeper as one of the Expedition members, skillfully evading traps and tripwires, or operate the ruins in an effort to prevent this wanton looting of a bygone civilization. Will the Expedition live to tell the tale, or will the ruins become your untimely prison as you await rescue?

One of you will be playing alone as the Ancient, while the others will be the Archaeologists of the Expedition. To ensure fairness, we will be drawing cards to determine who will stand guard of the ruins.

While we set up the board, here is the latest rundown of the rules and game flow of our board game.

*[Rules added in post due to variability]*

1. DISCUSSION OF GAME EXPERIENCE

Now that we've finished a run, we'd like to ask questions to gather your feedback about the game.

* Are the game instructions clear?
* Were the instructions and labels on the cards understandable?
* How would you describe the game experience?
* If any, what mechanic would you change about the game? This may be adjusting the various meters that exist, or adding, removing, or modifying cards.
* What did you not like about the game?
* Do you have any other thoughts about the game?
* On a scale of 1 to 5, how was your overall experience?

1. WRAP-UP

That concludes our playtesting! Thank you so much for taking the time to play, and for giving your feedback.