

## Viva Les Catacombs Playtest Questionnaire

1. What was your favourite moment or interaction?  
The moment before I died when I risked fighting a skeleton
2. What was your least favourite moment or interaction?  
Surprising to ghost mode and being wrong about chest locations
3. When did you feel the cleverest?  
Deciding not to take the big sword
4. Was there anything you wanted to do that the game wouldn't let you do?  
No.
5. If you had a magic wand and could change any aspect of the game or experience, what would it be? (Unlimited budget and time)  
Adding movement of skeletons and traps to add more strategy
6. How much time did you feel like you were playing for?  
5-10 mins
7. Could you play the game again without looking at the rules?  
Yes.
8. What was your strategy?  
Try not to die and conserve sanity
9. Did anything hold you back from seeing your strategy through?  
Dying.
10. To what extent did you feel like you were in control of the outcome of the game?  
All of the outcome was due to my own actions so I felt in total control
11. Name the game you have played that is most similar to the game you play tested.  
Pokémon
12. How would you describe this game to your friends and family?  
A seemingly complex board game but easy to get into

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1. What was your favourite moment or interaction?  
My favourite moment was when I fought the skeletons as went into insanity mode.
2. What was your least favourite moment or interaction?  
Having to go through the maze was difficult.
3. When did you feel the cleverest?  
Whenever I had low health and I needed to go to insanity mode to get health potions.
4. Was there anything you wanted to do that the game wouldn't let you do?  
No.
5. If you had a magic wand and could change any aspect of the game or experience, what would it be? (Unlimited budget and time)  
I would make an easier way of traversing through the maze. Using paper wasn't enjoyable.
6. How much time did you feel like you were playing for?  
5 minutes.
7. Could you play the game again without looking at the rules?  
Yes.
8. What was your strategy?  
Fight skeletons to go through the maze, then go into insanity mode to get health potions until I find the boss.
9. Did anything hold you back from seeing your strategy through?  
No. The health potion had a 60% of dropping so everytime I opened a chest I <sup>would</sup> get one. Except that one time
10. To what extent did you feel like you were in control of the outcome of the game?  
I felt that, ~~because~~ because of the drop rate of alcohol and health, I was very in control of my outcomes.
11. Name the game you have played that is most similar to the game you play tested.  
This game reminds me of pokemon when you're in one of the caves.
12. How would you describe this game to your friends and family?  
It's a game where you're in a maze and have limited vision. You might bump into a skeleton in the maze. When you take damage, you can go into ghost mode to find a chest with a health potion. You go through the maze until you find the boss.

Steven Guitty

### Viva Les Catacombs Playtest Questionnaire

1. What was your favourite moment or interaction?  
The skeleton battles were a good  
interactions.
2. What was your least favourite moment or interaction?  
Losing the battle with so many sanity  
points remaining.
3. When did you feel the cleverest?  
When I got to level 3 quite early.
4. Was there anything you wanted to do that the game wouldn't let you do?  
wanted more interactions apart from battles/  
chests.
5. If you had a magic wand and could change any aspect of the game or experience, what would it be? (Unlimited budget and time)  
Stricter sanity point awards. Had 20+  
at one stage.
6. How much time did you feel like you were playing for?  
5-10 minutes.
7. Could you play the game again without looking at the rules?  
yes.
8. What was your strategy?  
Defeat as many skeletons as possible.
9. Did anything hold you back from seeing your strategy through?  
Didn't utilise sanity points to go to  
ghost mode enough.
10. To what extent did you feel like you were in control of the outcome of the game?  
I felt quite in control of while in ghost  
mode
11. Name the game you have played that is most similar to the game you play tested.  
Never played a game like this
12. How would you describe this game to your friends and family?  
Simulation battle game based in a maze.