## Viva Les Catacombs Playtest Questionnaire

2	What was your least favourite moment or interaction?
	Surpeing to ghostomode and being wrong about Chest backless
	When did you feel the cleverest?  Deciding not to take the boy Sand
,	Was there anything you wanted to do that the game wouldn't let you do?
	f you had a magic wand and could change any aspect of the game or experience, what
٧ -	Adding movement or Skelptons and traps to
7	Low much time did you feel like you were aloring for 2
	low much time did you feel like you were playing for?
V	ould you play the game again without looking at the rules?
w 1	my not to de on conserve sonity
Die	d anything hold you back from seeing your strategy through?
0	what extent did you feel like you were in control of the outcome of the game?
•	ctions so I selt in total control
•	me the game you have played that is most similar to the game you play tested.

12.

1. What was your favourite moment or interaction?  My lavariete mements was when I feeged the Skelelans are word into invanity mode.  2. What was your least favourite moment or interaction? Having be go chrough the maze was difficult.  3. When did you feel the cleverest? When did you feel the cleverest? When a was in health and I needed be go to invanity mode to go health potons.  4. Was there anything you wanted to do that the game wouldn't let you do?  1. Was there anything you wanted to do that the game wouldn't let you do?  1. Was there anything you wanted to do that the game wouldn't let you do?  1. Was there anything you wanted to make an assist way of travers, you though the maze, this you got want any dable.  6. How much time did you feel like you were playing for?  6. How much time did you feel like you were playing for?  6. How much time did you feel like you were playing for?  7. Could you play the game again without looking at the rules?  1. What was your strategy?  1. Fight skelelans to got health potions until I find the boxs.
2. What was your least favourite moment or interaction? Having to go through the maze was difficult.  3. When did you feel the cleverest? When were I had to low health and I needed to go to inearly made to got health potons.  4. Was there anything you wanted to do that the game wouldn't let you do?  1. If you had a magic wand and could change any aspect of the game or experience, what would it be? (Unlimited budget and time)  1. would make an assist way of travers, you through the maze, this you prove work enjoyable.  6. How much time did you feel like you were playing for?  6. How much time did you feel like you were playing for?  6. My was your strategy? Fight skelofors to go through the mage then go into insumity much to got health potions until I find the boss.
2. What was your least favourite moment or interaction? Having to go through the maze was difficult.  3. When did you feel the cleverest? When were I had to low health and I needed to go to inearly made to got health potons.  4. Was there anything you wanted to do that the game wouldn't let you do?  1. If you had a magic wand and could change any aspect of the game or experience, what would it be? (Unlimited budget and time)  1. would make an assist way of travers, you through the maze, this you prove work enjoyable.  6. How much time did you feel like you were playing for?  6. How much time did you feel like you were playing for?  6. My was your strategy? Fight skelofors to go through the mage then go into insumity much to got health potions until I find the boss.
Having to go through the maze was difficult.  3. When did you feel the cleverest?  When and I would be low health and I receded to go to irreantly much to got health pot ors.  4. Was there anything you wanted to do that the game wouldn't let you do?  The:  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 wanter make an assist way of traves, you have 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?  Ess.,  8. What was your strategy?  Fight skeldors to go through the mage then go into irreamly much to got health potions until I find the boss.
Liberary I had to low health and I recorded  by to irrearily made to get health potions.  4. Was there anything you wanted to do that the game wouldn't let you do?  Lo.  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 wante make an assien way of travers, y  through the maze, Using perer wasn't enjoyable.  6. How much time did you feel like you were playing for?  6. How much time did you feel like you were playing for?  7. Could you play the game again without looking at the rules?  Kes,  8. What was your strategy?  Fight skelefors to get health potions until I find the boss.
4. Was there anything you wanted to do that the game wouldn't let you do?  10.  11.  15. If you had a magic wand and could change any aspect of the game or experience, what would it be? (Unlimited budget and time)  1 would make an assice way of travers, you through the maze, Using paper want enjoyable.  16. How much time did you feel like you were playing for?  16. How much time did you feel like you were playing for?  17. Could you play the game again without looking at the rules?  18. What was your strategy?  19. Fight skelefors to go through the mage then go into insumity make to get health potions until 1 find the boss.
4. Was there anything you wanted to do that the game wouldn't let you do?  10.  11.  15. If you had a magic wand and could change any aspect of the game or experience, what would it be? (Unlimited budget and time)  1 would make an assice way of travers, you through the maze, Using paper want enjoyable.  16. How much time did you feel like you were playing for?  16. How much time did you feel like you were playing for?  17. Could you play the game again without looking at the rules?  18. What was your strategy?  19. Fight skelefors to go through the mage then go into insumity make to get health potions until 1 find the boss.
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)  Livarida make an assice way of traces, y  through the maze, thing paper want enjeable.  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?  (8)  8. What was your strategy?  Fight skelefors to go through the mage then go into irranity made to get health potions until 1 find the boss.
would it be? (Unlimited budget and time)    would make an assier way of travers, y  through the maze, Using paper wasn't enjeable.  6. How much time did you feel like you were playing for?  6. minutes.  7. Could you play the game again without looking at the rules?  1. What was your strategy?  Fight skelsfors to go through the maye then go into insamily made to get health potions until I find the bass.
would it be? (Unlimited budget and time)    would make an assier way of travers, y  through the maze, Using paper wasn't enjeable.  6. How much time did you feel like you were playing for?  6. minutes.  7. Could you play the game again without looking at the rules?  1. What was your strategy?  Fight skelsfors to go through the maye then go into insamily made to get health potions until I find the bass.
1 would make an assier way of traves, of through the maze, its my paper wasn't enjeable.  6. How much time did you feel like you were playing for?  6. minutes.  7. Could you play the game again without looking at the rules?  1. What was your strategy?  Fight skelefors to go through the mage then go into insamily make to get health potions until I find the boss.
6. How much time did you feel like you were playing for?  6. minutes.  7. Could you play the game again without looking at the rules?  1. What was your strategy?  Fight skelefors to go through the maje then go into insamily made to get health potions until I find the boss.
6. How much time did you feel like you were playing for?  6. minutes.  7. Could you play the game again without looking at the rules?  1. What was your strategy?  Fight skelefors to go through the maje then go into insamily made to get health potions until I find the boss.
7. Could you play the game again without looking at the rules?  168. What was your strategy?  Fight skelefors 60 go through the maje then go into insamily made to get health potions until I find the boss.
8. What was your strategy? Fight skelefors 60 go through the mage then go into insamily made to get health potions until I find the boss.
Fight skeletors to go through the maje then go into insamily made 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
10. To what extent did you feel like you were in control of the outcome of the game?
10. To what extent did you feel like you were in control of the outcome of the game?
and houlth, I was very in control of my actiones.
11. Name the game you have played that is most similar to the game you play tested.
This game neminds me of pokenien when govine in one of
12. How would you describe this game to your friends and family?
have limited willow you're in a mase and
maze when you take dumon you can asid about and
have limited vision. You might being into a skeleton on the maze when you can go into ghost mode to find a chest with a health potion. You go those up the maze until you find the bess.

Steven Gury

## Viva Les Catacombs Playtest Questionnaire 1. What was your favourite moment or interaction? The Skeleton battles were & Interactions 2. What was your least favourite moment or interaction? Losing the bottle with so mong sonity Ponts remaining 3. When did you feel the cleverest? When 1 got to level 3 quite early 4. Was there anything you wanted to do that the game wouldn't let you do? worked more interactions apart from battles/ 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) Stricker Sanity point awards. Had 20+ 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? 8. What was your strategy? Defeat as mony Streletons as possible 9. Did anything hold you back from seeing your strategy through? Dedn't utilise scriby points to go to Short made grough. 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 short 11. Name the game you have played that is most similar to the game you play tested. Nover played a game like this

12. How would you describe this game to your friends and family?

Simulation buttle game based in a