

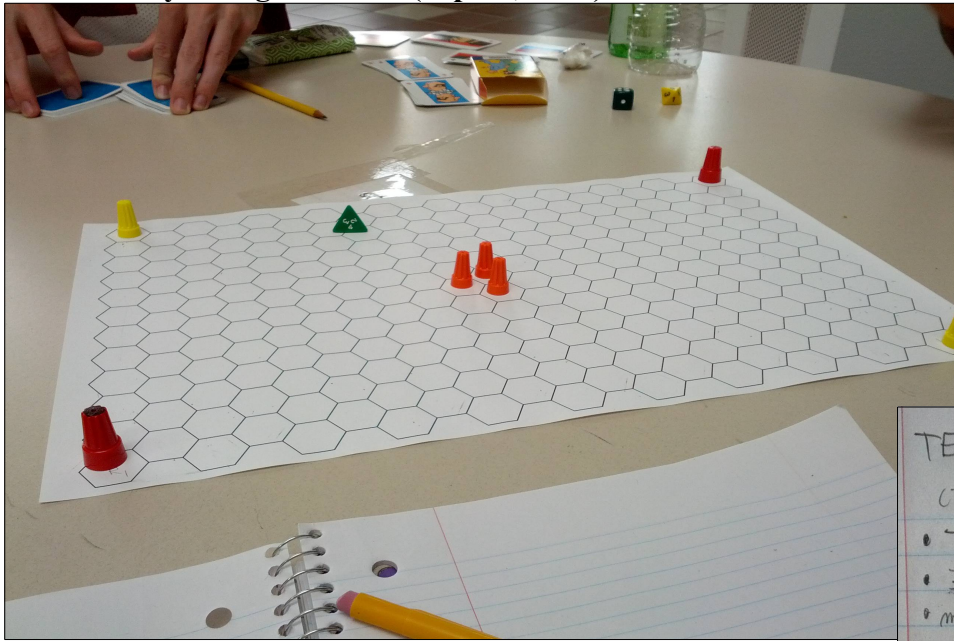
Play-Test Notes

Initial Meeting Session (Sept. 7, 2013)

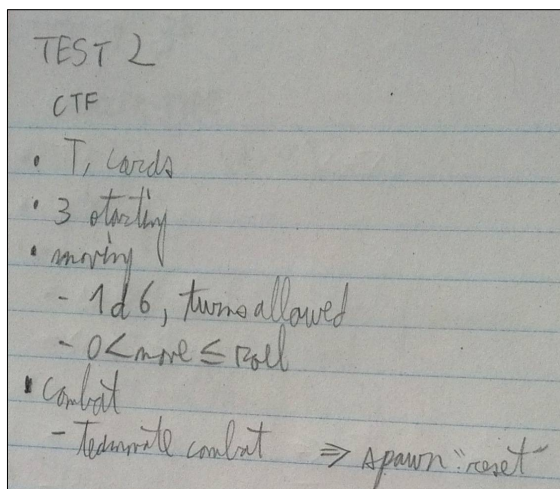
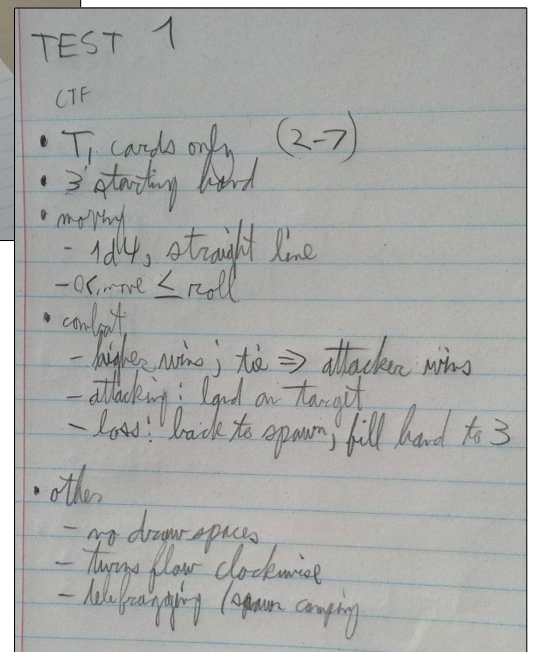
- movement
 - dice roll
 - one direction, no turns?
 - free move?
 - drawn card
- combat
 - basic # comparison
 - ties?
 - tiers? off cards
- flags
 - one per round
 - multiple flags, single round

Our initial meeting wasn't met with too many ideas, but one which stuck was the idea of some manner of tabletop capture-the flag (CTF) game, with two potential game modes – one would contain multiple “flags” wherein teams would battle to capture all three of them for the victory condition, and the other with a single “flag” object which teams would have to take to a designated place near the opposing team's home, much akin to rugby or soccer. We drafted out some different potential mechanisms to govern player movement, combat, and scoring, and adjourned in order to come back at our next meeting to test them out.

Internal Playtesting Session 1 (Sept. 8, 2013)

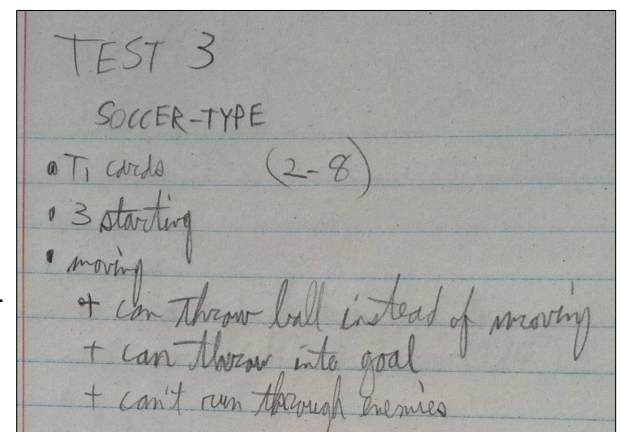


Our first iteration testing the “multiple flags” gametype had us deciding on a hexagon-based board, with using standard playing cards for our combat system, movement governed by a 1d4 roll, and player defeats in combat resulting in a “respawn” in the player's starting corner. It quickly became apparent that this was too slow for movement, so in our second test we buffed movement to a 1d6 roll, and in addition allowed team mates to kill each other in combat in order to force a respawn if they were far away from their corner.



After some playtime with our second version, we came to the conclusion that given the number of flags in the game and speed of player movement that the game would never end.

With our third attempt, we changed to the proposed “soccer-esque” gametype, and we added the choice of players being able to kick/throw the flag, opening new options for movement planning and scoring.



Class Playtest 1 (Sept. 9, 2013)

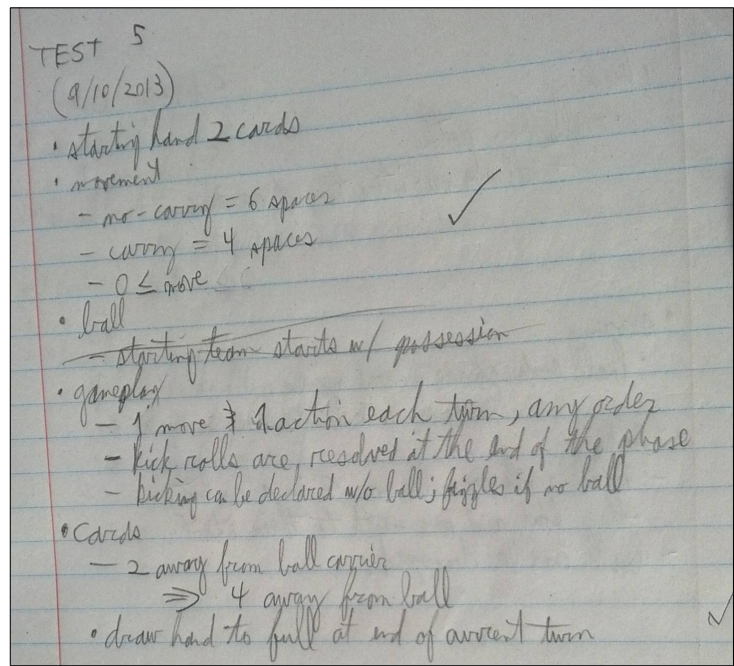
	Score (1-5)	Player Feedback
Formal Mechanics	3	A lot of the rules and event cards need clarification for certain cases.
	4	I liked the team planning; I thought the gameplay was complex-ish and interesting. The only thing I didn't like was how much action cards guided the game; I think their influence was a little too strong. Making them counterable would make the game a lot better in my opinion.
	2	There is a lot of potential here, I just feel like it wasn't really realized. The game felt like it intended to be a grand turn-based strategy soccer game, conjuring fantasies of Blood Bowl as a soccer game, but instead felt like a frustratingly slow game of second grade soccer. The rules were unclear and not intuitive at some points as a result of the cards and rules being poorly written. The game is a bit interesting on offense, but defense is severely limited in practice, restricted to chasing the ball carrier (the only person they can do anything about). The out of bounds rule was unclear, as was the time limit/score limit. I liked the cards, but felt the card mechanic could be improved, and the cards themselves need to be revised. The randomness of the ball movement was a nice touch, but the player movement could be greatly improved. I did have some fun playing the game however.
	4	There's a lot of interaction. I like when other players take their turns you have to watch what's happening since you can use your card to change the game.
Formal Aesthetics	3	Could use some polish, maybe a color board.
	4	Well, considering it's a prototype, it's fine. But the aesthetic were clear first and not really remotely thematic, as to be expected, you know?
	3	The board made sense for the actions being taken, and the starting position was fair. The objective was easy to find as was the starting areas. The use of wire connectors as pieces was clever, but it was hard to tell who was who. There was nothing to hear, smell, or taste, but that's ok. The cards will need to be typed better and put into card stock or something, but paper was acceptable for the prototype.
	4	When I played it we just used papers and dies, so there wasn't a lot of aesthetic elements.
Story	2	Lacks story
	2	The story's okay. I mean, there isn't really much of a story, but it's okay.
	2	As far as feeling like soccer, the mechanics told a decent story about the soccer game itself. I could tell the story of exactly what moves led to my score, and believe it to be interesting. However, the justification for the event cards was thin, and I questioned why I had the powers. Who was I? Why could I use a random power to affect positions and movement, but only at times?
	2	Doesn't really apply. It's based on soccer so there wasn't really a story.
Technology	-	cards are difficult to shuffle because they are floppy printer paper
	4	The technology, while not very thematic, was easy to understand and durable. No objections.
	4	There is great potential here for a high quality, high clarity, durable setup here. Teams and the ball were very clear. The goals could be colored, but to me it felt obvious to try and score across the board. Reinforcing the board and cards, and addressing the need to be able to identify whose pawn was whose might be good

		steps to take.
	3	I'm not sure if this applies to this game.
Rules Presentation	3	Rules were difficult to explain, would like to put more work into making those easy to understand.
	4	The rules are certainly comprehensive, but there's a fair amount of minucia (sic). It's not like the rules are overly complicated, just not intuitive. I would say they're fine.
	1	The rules were long and not very clear. The base mechanics could be easily explained, or at least the gist of them, but in the current state, many small things left out or misprinted or not completely addressed left us at the mercy of the game creator running the game to make an executive decision on what was intended. Please take some time to address this to really help make your game good.
	4	Rules are pretty straight forward. Though it could get confusing as when a player gets a ball (from another person or not) does it take another action to kick the ball.
Originality & Other Comments	4	Could use a lot more iteration, far from finished product. The idea is working well though.
	1	This is the game's weakest point. It's pretty much a derivation from soccer, with a sprinkling of events. I don't know how you can fix this.
	3	As previously stated, this felt like Blood Bowl "lite." I was playing a role playing style sports game, but without the stats and only half the complexity. The low complexity is okay, since the game was supposed to only last 20 mins, but I would like more actions as a defensive player, or one without the ball. The hex grid was a good choice, as were the kicking mechanics and event cards. Some fixing and polish work should make this a solid game that I would enjoy playing again.
	4	I liked how chance plays a role in moving and kicking. It creates funny moments (like when a player kicks a ball but it only moves one hex). At the same time though, I think chance is playing too big a part, which deviates the feeling of a real soccer game. But if that's intended I guess it's fine then. Also I think you can add a rule so that when someone with a ball passes another player there's a chance battle happens.

Our goal going into this playtest session was to get feedback on the core mechanics of our game. We understood we were going to get a lot of negative feedback regarding aesthetics and story, but we already had plans at this point to address those issues before the next official playtest. In regards to our goals, the feedback gave us enough information to go forward, and didn't raise any red flags.

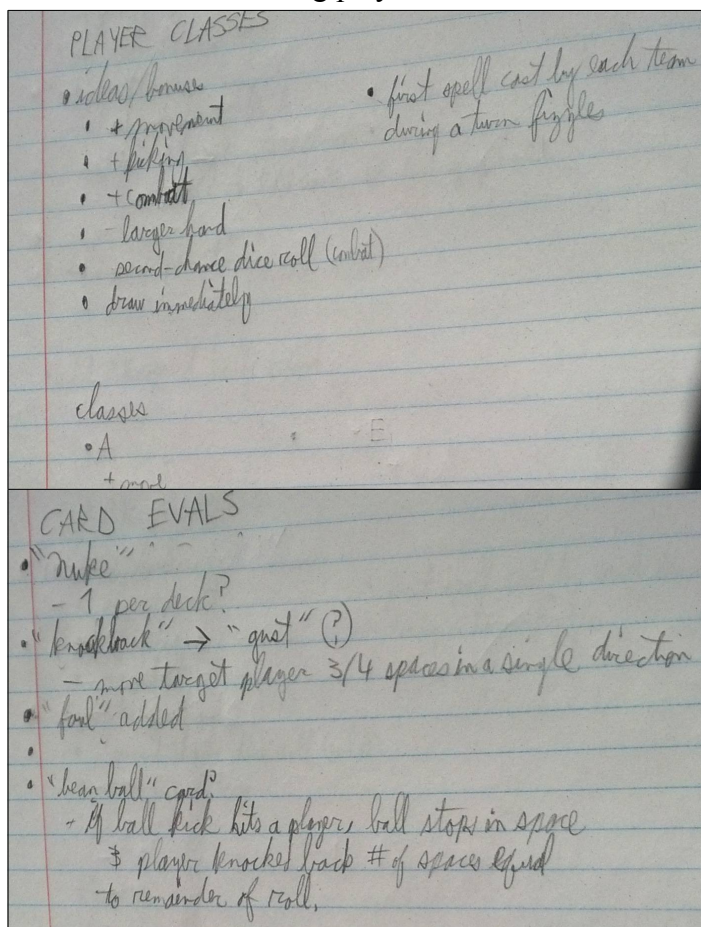
Internal Playtesting Session 2 (Sept. 10, 2013)

Going off our feedback from class, we made some refinements to our Event Cards and movement. We removed the chance aspect from movement and gave players a movement allotment of 4 or 6 spaces, and gave players 2 Event Cards to start instead



of just 1. We also fine-tuned kicking and the general player action flow.

After this test, we made evaluations to the Event Cards, choosing to limit the number of some in the deck, add new ones, and change existing ones. We also added a "foul" mechanic to combat, which added risk for attacking players.



We also began to experiment with the possibility of player classes to add additional depth to the game, but we quickly came to decide that it would be too cumbersome to implement and could confuse players.

Internal Playtesting Session 3 (Sept. 12, 2013)

Our sixth iteration of the game is what would become our presented prototype for the second Class Playtest. We printed a color board and real cards, formally redubbed “Event Cards” to “Game Changers,” and added sets of “Action Cards” for each players to allow them to visually represent their actions for their turns. We also formally titled our game, “Supernatural Soccer.”



Class Playtest Session 2 (Sept. 13, 2013)

	Score (1-5)	Player Feedback
Formal Mechanics	4	Interesting gameplay. I think it would be better, perhaps, with imperfect information and "simultaneous" moves. But it's still cool as it is.
	3	Game has a lot of rules. Rules seem fair and balanced but can be complicated. Definitely not meant to be a 20 minute game, but still exciting. I like the team aspect of the game. It seems like there could be a lot of combinations of partners' game changer cards.
	4	Players seemed comfortable with sharing information (gamechangers) but were sometimes confused by having play split into 2 action phases each turn. Players adapted well to actual use of gamechangers and were comfortable with how actions and gamechangers interacted and resolved.
	5	I love the idea of soccer as a board game. The actions made sense and the play maker cards seemed engaging and effective. Not a 20 minute game but still very fun. Consider giving bonus to defender die roll? because after you miss your first steals its GG
	4	The overall mechanics worked very well in our play test. The game was difficult to play in only 20 minutes, but I could see the game being fun to play for much longer periods of time.
	3	Objective/Rules were a little complicated at first but we figured it out as we played. Procedures seem well thought out except for a bit of confusion with the simultaneous actions, especially with the introduction of all the event cards, however this game really does leave a lot up to chance based on A) dice rolls and B) what cards you happen to get.
Formal Aesthetics	2	Nice gamechanger cards. Otherwise, your color-scheme is awful. Take a black and white photo of everything and see if you can tell what's what. As someone who's red-green colorblind, it's impossible. Your regular action cards should have the readable text at the top-left, not the bottom-left.
	5	The game board and cards looked nice. Very well put together.
	3	Board and cards were sturdy and cleanly designed. Color scheme for game board was a huge negative due to low contrast between spaces and pieces, which turned out to be a major problem for colorblind players.
	4	the board looked very nice as did the cards. The soccer ball and player pieces were totally functional but you might wanna get something a little sleeker for final presentation.
	5	The board and cards were very well done. The rules sheet could be improved to match the quality of the rest of the game.
	4	Board and cards looked really nice and it looked like a lot of work was put into creating it. Pieces and soccer ball not the nicest but functional
Story	2	It's soccer?
	5	Story is clear. It's a soccer game with gamechanger cards. Cool idea.
	2	Little background or story offered, but similarity to real life helped make

		objective apparent.
	3	no real back story but soccer is enough of a premise
	3	The game didn't really have a back story, but soccer is fairly self explanatory. I'm not sure where the "supernatural" part came from though.
	3	Decent story of working as a team in a soccer game to score on the opponents
Technology	4	Good build, for the most part. The cards seem flimsy.
	2	I think the move mechanic should also be controlled by the die, rather than giving a fixed amount. Then the player with the ball could have their roll halved make sure they are slower than the rest of the players.
	4	Use of dice rolls for combat and kicking worked well to keep the game from being too predictable.
	4	everything seemed very sturdy. I think a cool thing to change the actions cards so that hex icon you have on them accurately represents the action it would do. It would make the game much easier to play and plan
	5	Board, cards, and pawns were all very high quality. Cardboard backing the board and putting the cards in sleeves definitely helps durability.
	4	Game pieces were thought out well and it seems that each of the cards and pieces served a purpose that was known by the players. Pieces board and cards seemed very clear and durable
Rules Presentation	3	More procedural rules requiring less reading for the first decision would be preferred, if possible.
	3	There are a lot of rules. It was tough to grasp all of the rules within the couple of minutes I was playing the game. They seemed fair and balanced though.
	3	Rules seemed to be easy enough to understand after explanation, but players didn't have enough time to read the full rules sheet before playing.
	4	The rules were not too complicated, I think a cool thing to change the actions cards so that hex icon you have on them accurately represents the action it would do. It would make the game much easier to play and plan
	4	We were kind of learning the rules as we played the first turn or so, but there weren't an over-abundance of rules and they were intuitive once the game got rolling.
	3	There are a lot of rules in this game and minor nuances with action being simultaneous and the event cards so it made things a little complicated.
Originality & Other Comments	4	Interesting MTG-style take on the game.
	4	The soccer concept is familiar but I like how you made it into a game with a die and cards. Nice work overall with the game.
	3	Use of gamechangers puts an interesting twist on the traditional soccer game-type, but some sort of overall game theme might lend itself to making the game appear more original.
	4	haven't seen a game quite like it before, just wish i'd had more time to play it

	5	I was very excited to play this game and I fully enjoyed getting to test it. It was too bad that we only had 20 minutes to play. It would have been fun to play a full game up to 5 or something.
	4	Very original game, disappointed we didn't get to play it longer but it was a very cool concept.
Dynamic Elements	4	Cards interacted interestingly, but given the lack of a deck-building component, and no cost to playing bonus cards, it seemed almost purely a randomization component. No real trade-offs are involved.
	3	Certain combinations of game changer cards seem like they could be overpowered, if played correctly. Example: I moved an opponent back to his home, then swapped positions with him while holding the ball, leaving me 4 spaces from the goal, for an easy walk in.
	4	Playing of and responses to Gamechangers caused fun and unexpected situations for both teams, forcing players to assess risks related to moves, kicks, or playing their own Gamechangers. Longer chains (3+ cards) could often happen and helped encourage aggressive play.
	3	It seemed like we were kinda doomed after we missed the first tackle. Consider giving bonus to defender die roll??
	3	The game-changer cards provided some interesting dynamic elements. Figuring out the right combination of cards to play to score a goal/avoid losing the ball made for very unique turns. Having a teammate made for interesting turns. Having two turns in a row also allowed you to create many different variations of turns.
	3	Some loopholes with event cards (i.e can I waste a card just to get rid of it, can i play a card on my opponent's turn to get rid of it even though it was meant for my turn (i.e the bounce of wall card))

At this point in development our story elements still hadn't been fully realized, but the appearance of the board and the nature of the Game Changers made it more clear to players what the intent was. Players responded well to the game mechanics, but were slightly confused at the beginning due to lack of time to acquaint themselves with the rules. Some comments pointed out that there were situations in which goals could be scored very quick, but our internal development sees them as acceptable risks, as gameplay is intended to be fairly quick.

Where We Would Go Next

Following player responses from the last playtest, our primary changes to the game would be fleshing out our story and making its influence on the game more apparent. We would also make adjustments to visual design of the game elements, including having more unity with regards to the layouts of Game Changers and Action Cards, and would make a significant overhaul to the color scheme of the game board in order to accommodate color-blind players.