

Scripted Introduction:

Hello, my name is () and I'll be the one guiding you through this session today. I want to start off by saying, thank you so much for taking the time to participate in our playtest. This is going to provide helpful information that will help us better understand how to move forward with the design of this game. So really we appreciate your time.

Just so everyone is on the same page, I'm just going to cover some basic information about this session and what sorts of things we're going to be looking at. If you have any questions at all or are unsure/confused about anything please feel free to stop me, ok?

A major thing I want to clear up is that this session is to test the game. Not you individually, so I promise there's nothing you can do today that is "wrong" and "bad". There are no mistakes here, [please feel free to help each other out](#) and any verbal feedback while playing is always welcome.

I would also like to disclose that we are recording today's session to use in the future, [it will not be shown to anyone outside the team and will be used as reference only](#). If there are any problems, please let us know as soon as possible!

Let's start off with these questions to find out what kind of audience we have:

What is everyone's name?

What kind of board games do you guys play?

Is there a reason why you like these games?

Great, it sounds like we have a great group here, before we let you loose, we are going to go over the rulebook together, just to make sure that you have everything you need to start playing. Once the game starts, we won't be involved unless it becomes clear that you are really stuck and won't be able to continue, alright?

[Reads Rules]

Any final questions?

Great, the game starts now!

Unscripted Play Session and Observations

We plan to run two play test sessions for our game. We will have two investigators from Asmodee in the voice channel during the play session's on Discord. One group member will act as the host while the other will take notes of the proceedings. We will be recording the play session and will not have a video stream.

The investigators will be quiet for most of the game. They (the group member acting as the host) will speak in the beginning to introduce themselves and the observer. but from then on they will be quiet and will only provide some guidance if the players are extremely lost.

We will only intervene if the players are stuck for at least five minutes, keep repeating the same questions three times, get stuck on the same spot three times, or if the playtester seems to be getting agitated (tone and volume of voice). We will not just straight up give them the answer. We will ask them what they are planning on doing so we can at least get a feel of what their issue is. We will offer them hints, if the rule book has the answer to their queries we will guide them to that location in the rulebook, and we will try to answer their questions with questions.

As Investigators, we will observe:

- if they are engaged and having fun with the game through tone of voice.
- How the players interact with each other: questions they ask each other
- How the players interact with the pieces/assets on the board (maybe they discover scenarios that the investigators might not have thought of)
- Parts of the game the players get stuck on

As Investigators, we will be asking the following questions in a survey after the session:

- How fast did time go by for you when playing this game?
- How did you feel when first presented with the game board?
- Would you play this game again? If no, why?
- Do you think you could play the game without looking at the rule book?
- What part(s) of the game confused/frustrated you the most?
- What parts did you like about the game?
- Is there anything you would change, remove, or add to the game?
- How would you rate the level of difficulty for this game?
- Any other feedback or suggestions?

Scripted Conclusion:

Again, thank you all so much for taking the time to participate in our play test! If you guys are interested we'll let you know if we decide to publish it.

If you have any additional feedback or suggestions, please let us know!

Have a wonderful evening!