

## Board Game Research (3)

Your name: \_\_\_\_\_

Name of Game: \_\_\_\_\_

# of players: \_\_\_\_\_ Date: \_\_\_\_\_

Objective of the game: \_\_\_\_\_

Is there a theme to the game (if so, what is it) or is it abstract (no theme)?

Is it clear how to set up the game before you start to play? Why or why not?

List the section titles in the Rulebook:

Are the rules easy to understand? Yes No  
Why or why not?

Rulebook Grade (A-F)
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## Board Game Research (4)

Your name: \_\_\_\_\_

Name of Game: \_\_\_\_\_

# of players: \_\_\_\_\_ Date: \_\_\_\_\_

Objective of the game: \_\_\_\_\_

Are there pieces that move around the board? Yes No  
If so, how do you move the pieces?

List the section titles in the Rulebook:

Are the rules easy to understand? Yes No  
Why or why not?

Rulebook Grade (A-F)
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Is the Rulebook written with "Voice"? Does the voice match the theme? What is an example of the voice in the Rulebook?

# Board Game Research (1)

Your name: \_\_\_\_\_

Name of Game: \_\_\_\_\_

# of players: \_\_\_\_\_ Date: \_\_\_\_\_

Objective of the game: \_\_\_\_\_

List the pieces in the game (cards, tokens, etc.):

List the section titles in the Rulebook:

Are the rules easy to understand? Yes      No  
Why or why not?

Are there diagrams or sample turns to help clarify the rules? Did these actually help? Why or why not?

Rulebook Grade (A–F)
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# Board Game Research (2)

Your name: \_\_\_\_\_

Name of Game: \_\_\_\_\_

# of players: \_\_\_\_\_ Date: \_\_\_\_\_

Objective of the game: \_\_\_\_\_

Is there a theme to the game (if so, what is it) or is it abstract (no theme)?

List the section titles in the Rulebook:

Are the rules easy to understand? Yes      No  
Why or why not?

Did you finish the game? If so, did it feel too short? If not, how long would it take to complete this game?

Rulebook Grade (A–F)
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## Board Game Research

### First Game

Board Game	Score
<b>Layout</b> – The board is easy to follow. Placement of all parts of the board and its pieces are logical and accessible. The game is aesthetically pleasing.	/ 30
<b>Pieces</b> – The extra pieces/tokens/cards/etc. aid in the playing of the game. There is obvious effort in their creation and use within the game. They fit the game’s aesthetic (look) and theme.	/ 30
<b>Objective</b> – the goal of the game makes sense. It is creative and original. The game “works.” It is not too long or too short.	/ 30
<b>Container</b> – You have a box or container to store all the pieces, board, and rulebook. The container fits with the theme and shows effort.	/ 10
<b>total</b>	<b>/ 100</b>

### Second Game

### Third Game

### Fourth Game