

Board Game Play Test Form

Playtesters: _____
Manager: _____
Recorder: _____
Rulebook Czar: _____
Pieces Keeper: _____

Game Title: _____

Creator: _____

Rulebook

Write the objective of the game:

Circle one answer:

Is the objective clear and easy to understand? Yes Somewhat No

Are the instructions easy to follow? Yes Somewhat No

Do the diagrams help you? Yes Somewhat No There are no diagrams

Are the instructions of how to play the game in a logical order? Yes Somewhat No

Is it clear what each player does on his/her turn? Yes Somewhat No

How do you win the game?

Gameplay

Is the game easy to understand? Yes Somewhat No

If no or somewhat, what is unclear?

Is the game too complicated or too simple? What would make it just right?

Is the game too long or too short? What would make it the right length?

What pieces are used to play the game (cards, dice, tokens, etc.)? Do they make sense with the theme of the game? Are they easy to understand? Do they help with the overall experience? Are there too many or too few?

What do you like about the game?

What aspects of the game could use improvement?