

# Playtest Feedback Form

Please email feedback form to [leap4th@gmail.com](mailto:leap4th@gmail.com)

Title:		Playtester Name:				
		Playtester Email:				
Session Summary	Play Length:					
	Winner Score:					
	Lowest Score:					
	Game Result:					
	# Players:					
	Age Range:					
Game Overview	Date/Version:					
	No. Players:					
	Age Limit:					
	Time Limit:					
	Mechanics:					
	Theme:					
		Strongly Agree	Agree with minor exceptions	Agree with major exceptions	Strongly Disagree	Not Applicable
Please select only one option for each statement.						
Rules	After reading the rules for the first time, I felt prepared enough to play the game.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I found the examples of setup and gameplay provided in the rules helpful.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	During game play I had to constantly reference the rules.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	During game play I found it easy to find the rule clarifications that I needed.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Setup	I thought the setup time for the game took the right length of time for the length of game.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I found the game easy to set up. Any questions I had about setup I could find answers for in the rulebook.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I found the footprint of the game play area to be too big for the game itself.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Game Play	I thought the game was a lot of fun.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I thought the game play flowed well.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I thought the game encouraged people to take too long analysing and thinking about the most optimal move.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I thought there was too little player interaction.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I thought the game seemed well balanced.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I thought the game took the right length of time to play.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I thought the game was too focused on luck.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I felt that during the game there were too few options for me to consider on my turn.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I thought the game was too random.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I felt I was in control of the game, and that I was able to strategise and plan ahead.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Overall	After finishing the game, I immediately wanted to play it again.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	The theme and the mechanics seemed to gel well together.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	This game is the type of game that I like to play.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	I would like to own a copy of this game, because it fits in well with the type of games that I like to play, or would add something unique to my collection.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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Title:			Playtester Name:	
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First Impressions				
General	What was the strongest point of the game?			
	What was the weakest point of the game?			
	What one change would you make to the game?			
Please add any comments that might be relevant to the corresponding sections, or in relation to your earlier answers.				
Rules				
Setup				
Game Play				
Other Comments				