

‘Hunting Me, Hunting You’ Playtester Feedback

Please copy and paste these questions in an email/document, answer them and send them in an email to danieljamiewilliams@gmail.com. You can also click File > Download and turn it into a Word document or similar.

It would be preferred for you to fill it out whilst the game is still fresh in your mind but I understand how that might be difficult to do so don't feel rushed.

Please be completely honest also, I won't be offended but I do need truthful feedback.

Also if you want to write a lot and be super specific please feel free.

- 1. How many people did you play with?
(How many individuals played the game in total?)**
- 2. How many players did you have in your game(s)? 4-8
(If multiple please let me know.)**
- 3. Did you notice a difference between games when playing with different numbers of people, for example 6 was better/worse than playing with 5?
(If you played with 4 players there's a separate part at the end too)**
- 4. How many games of HMHY did you play? (If lots then be approximate)**
- 5. Did you have fun playing? How many players did and didn't?**
- 6. Did the premise and overall goal of the game make sense?**
- 7. Were there any rules that didn't make sense?**
- 8. What did you think to the presentation? Including illustration, print quality
(if you had a physical game), size of objects, clarity of design etc?**
- 9. Did you find the cubes okay for their purpose?**
- 10. Were the 'Curator' and 'Protector' roles clear enough?**
- 11. Did you feel that 6 lives/hitpoints was enough? Too much? Not enough?**
- 12. What did you think to how the game is built to be made up of lots of shorter rounds, as opposed to one long game?**

13. Did you find the tactics of 'The Night Phase' (eyes closed phase) clear enough?
14. And 'The Day Phase'?
15. What did you think to the option of 'Spying' in The Day Phase?
16. Did you add any of your own rules or try to fix something you didn't like? If so, what, and did it work?
17. Did you feel like you wanted to play again after your first session?
18. Did people often get the rules wrong or make errors?
19. Would you consider this to be a game that you would start a board games night with or one you'd play later on, if at all?
20. What did you think to 'The Leader Token' and the way it made each phase start with a different person and turn order?
21. When you were The Curator did you find it easy enough to know what cards to deal to who? Was this part fun? Frustrating? Other?
22. Did you have a favourite character(s)?
23. A least favourite character(s)?
24. If you hadn't played it but saw it online or in a shop, do you think the premise of the game is exciting enough to make you want to play it? Or buy it?
25. What rules would you remove or change?
26. Did you like the rule of 'bounties' (adding coins to cards to pay people to attack others), if you played with this rule?
27. Was The Curator/Protector team too powerful? Not powerful enough?
28. When playing the Tournament version were the scores (money count) fairly close at the end or were there clear winners?
29. Was there enough money or did you run out mid-game?
30. Are the Character and Prey cards distinct enough from each other?
31. If you'd bought this game (let's say for £15/\$20) would you be pleased with what you received?

**32. What price do you think I should/could sell it for, considering I would probably be making a limited run with my own money/Kickstarter funding?
Bear in mind the artwork/object/box quality would be made more premium.**

33. If it was a more mass-market product, what price would you expect to see it sell for?

34. Do you think I should take this to Kickstarter to try to fund it?

35. What age range do you think this game should be aimed at? Bearing in mind the theme and the gameplay.

36. What do you think of the name of the game?

37. Do you like the idea of a booklet that has short biographies of the characters in the game? Would you prefer to set your own names and backstories to the characters? Or is this an element of the game and design that doesn't bother you at all?

38. Did the game meet your expectations?

39. What other games would you compare this to?

40. Do you think you would recommend this game (if it was available for purchase or public play)?

If you played the 4 players rules:

41. How did you find it compared to the 5-8 players rules?

42. Did it feel as balanced?

43. Would you recommend leaving it in the game, or sticking to 5-8?

**And lastly, 44. If you played the Tabletopia version, how was your experience?
Do you have any specific feedback regarding any element of that version?**

Thank you so much for playing, supporting, showing interest and filling out this feedback form!
I appreciate it a lot!

