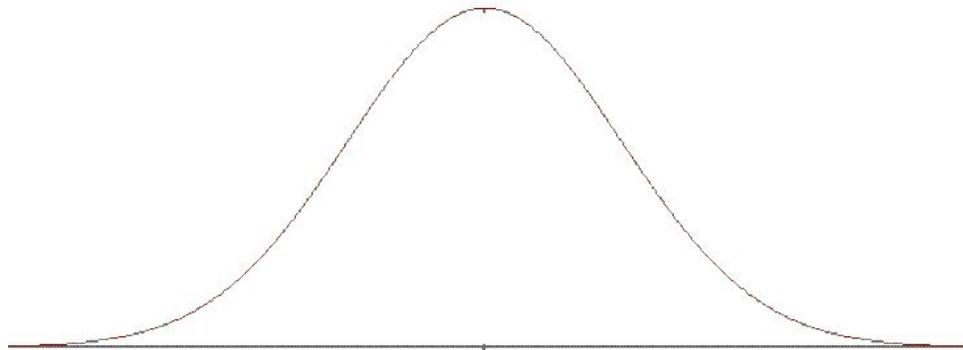


1. What was your first impression?
 - a. Cute! Branding resembled the online game. Was a little confused about the 3 rows of objects (happiness, wealth, people) on the board. Didn't really understand what they were for.
2. How did that impression change as you played?
 - a. I understood what the happiness, wealth, and people slots were for.
3. Was there anything you found frustrating?
 - a. No
4. Did the game drag at any point?
 - a. When my resources increased/decreased by small amounts (~5) several times in a row.
5. Were there particular aspects that you found satisfying?
 - a. Drawing funny characters
6. What was the most exciting moment in the game?
 - a. Drawing funny characters
7. Did the game feel too long, too short, or just about right?
 - a. Just right

1. Was the objective clear at all times?
 - a. Yes
2. What types of choices did you make during the game?
 - a. When I saw I was running low on a resource, I'd do my best to avoid losing even more of that particular resource.
3. What was the most important decision you made?
 - a. See above
4. What was your strategy for winning?
 - a. See 2
5. Did you find any loopholes in the system?
 - a. No.
6. How would you describe the conflict?
 - a. Deciding which resource to possibly give up. There's no way of knowing how many points were going to be docked until they were actually docked.
7. In what way did you interact with other players?
 - a. Laughed a lot
8. Do you prefer to play alone or with human opponents?
 - a. In general, alone. With this game, another person.
9. What elements do you think could be improved?
 - a. Coin design

1. Was the game's premise appealing to you?
 - a. I thought it was cute!
2. Did the story enhance or detract from the game? THANK YOUUU<3
 - a. Enhance! There wasn't much to the story -- you're in charge of a kingdom and people are coming to you for ... anything and everything. Made the game feel more human.
3. As you played, did the story evolve with the game?
 - a. Somewhat. It evolved in the sense that I was able to get a better feel for what the kingdom's people wanted from the kingdom.
4. Is this game appropriate for the target audience?
 - a. I'm not sure who the target audience is.
5. On a piece of paper, graph your emotional involvement over the course of the game.



6. Did you feel a sense of dramatic climax as the game progressed?
 - a. There was a dramatic climax when I lost my entire row of gold.
 7. How would you make the story and game work better as a whole?
 - a. Find a way to organize the pieces
-
1. Were the procedures and rules easy to understand?
 - a. The change card part was confusing, but that's also because we were figuring out together how it was going to be integrated into the gameplay.
 2. How did the controls feel? Did they make sense?
 - a. Yes! Felt fine.
 3. Could you find the information you needed on the interface?
 - a. Not quite, there were some rules missing from the instructions
 4. Was there anything about the interface you would change?
 - a. No
 5. Did anything feel clunky, awkward, or confusing?
 - a. The large number of pieces was a bit awkward -- it was hard to find the pieces I was looking for when I needed them
 6. Are there any controls or interface features you would like to see added?
 - a. Not that I can think of

1. Overall, how would you describe this game's appeal?
 - a. Low-stress and funny. Interesting to see what the characters want and what they don't want.
2. Would you purchase this game?
 - a. No, I don't really buy games
3. What elements of the game ??? you?
 - a. Not sure what this question was supposed to be
4. What was missing from the game?
 - a. Complete instructions
5. If you could change just one thing, what would it be?
 - a. Would make robust instructions :)
6. Who do you think is the target audience for this game?
 - a. Anyone?
7. If you were to give this game as a gift, who would you give it to?
 - a. Small kids!