General questions
1. I loved the board and the graphics! But I was a little confused as to what the game was.
2. It became clearer as the rules were explained to me (didn't really understand the rules on the card)
3. Not really
4. I think that it definitely dragged after a few rounds because it didn't seem like there was a motivating objective other than for the other people to lose all their tokens
5. The graphics were beautiful and very interesting
6. Every time I won things from the cards
7. About right

Formal questions
1. After it was explained, yes
2. I just thought what I would do and chose that option in the questions
3. Honestly don't know
4. Didn't really have one, just decided to see how it goes with my decisions
5. No
6. Didn't understand this q (what conflict?)
7. We discussed how much we have to remove or take from the pile in the middle based on what the card said, made fun of each other when we lost etc
8. With opponents
9. Adding a little more motive rather than just making the other person lose money, subjects, etc

Dramatic Element Questions
1. Yes
2. Enhanced
3. Not really
4. Yes
5. It was pretty steady throughout the game
6. No, it stayed the same throughout
7. Maybe make the characters feel more a part of the game (maybe a little backstory? Rather than just the questions)

Procedures, rules, interface, controls
1. Yes
2. They felt good, easy.
3. Yes
4. No
5. No
6. More depth in the characters since they're a big part of the game, I feel.

End of session

1. It was quite appealing! Interesting to think about situations and decide what answer to choose
2. Yes
3. The graphics, the concept
4. Some more form of motivation
5. Add some more twists in the game (something other than just gaining and losing money, subjects, happiness etc)
6. 8-25
7. probably a younger relative (maybe a younger cousin)