

1. What is/are your name/s, so I can credit you should this game be published?
2. About how long did it take you to set up the game?
3. Was the setup difficult? If so, what was confusing?
4. How hard were the instructions to understand? What questions did you have after reading the instructions?
5. About how long did it take to play the game?
6. Were there any parts of the game that stood out as particularly engaging? Were there any parts that stood out or were boring?
7. Did you feel confined in the number of choices you had when making decisions? Were you overwhelmed by too many choices?
8. Did you end up adopting and "house rules"? If so, why? (i.e. lack of balance, unclear rules, desire for more/fewer options, etc)
9. How many times did you play the game? (If more than once) Did you ever play with the advanced rules? Was the game more enjoyable, less enjoyable or equally enjoyable during subsequent plays?
10. Are there any other thoughts/comments you want me to know about that don't fall into any of the above questions?

Thanks again for your help!

Zachary Hoekstra