

SCRIPT

Hello gamers, and welcome to our playtest of the fourth iteration of my game, Treatise. Some of you have played this before, but I assure you it will be much different this time around. I will start us off with some leading questions.

How is everyone doing tonight?

What was the last game you played?

Do you prefer games with ambiguous, open-ended rules and instructions, or games where the rules are clearly and thoroughly stated?

Now we will play. Your challenge for this playtest is to not only play the game from start to finish, but to try and find ways to “disrupt the system.” Come up with creative ways to subvert the rules and break the game. While you play, I encourage you to think out loud about what you’re doing and any choices you are making. When the game is done, we’ll have a quick discussion about it.

Now that you’ve played the game and done your best to disrupt it, what are your overall thoughts?

What was your favorite part of the game? Least Favorite?

Rate each challenge category on a scale of 1-5, 1 being worst, 5 being best. You can repeat ratings if you choose. Describe your highest and lowest ratings.

On a scale of 1 to 10, how challenging was the game, 1 being not challenging and 10 being very challenging?

Thank you for your participation and willingness to answer all of my questions! Your help is much appreciated and I hope you enjoyed playing Treatise as much as I enjoyed creating it :).

NOTES

- 2 contestants (Sarah and Tra) and 1 host (Jake)

Intro

- everyone's doing good
- Stardew Valley, Fallen Order, Yahtzee
- depends, clearly and thoroughly, structured (so mostly like it to be defined)

Gameplay

- Host wants a crest!
- should maybe not only select luxury exports (astute observation, will possibly design export cards to reflect the rarity of the exports - by color or something)
- with 2 players and 4 multiple choice answers, players just took 2 turns each (may change options to just 3 choices)
- somewhere along the way we forgot to move the flags and when we were on Round 5 we thought it was Round 4 lol

Outro

- Fun, really fun, better than last time (structured!)
- Favorite parts: answering trivia questions, very much more like a gameshow, I liked being Host
- Least favorite: math, word problems were too long to be interpreted in 10 seconds
- Challenge categories on scale of (worst) 1 to 5 (best)
 - Royal Court -> 4, 2, 3
 - Witch's Brew -> 4, 5, 5 (funniest!)
 - Joust -> 4, 4, 4
 - Academy -> 3, 3, 3 (3 choices for multiple choice questions)
 - Math -> 2, 1, 1 (themed but easier)
 - perhaps make it Blasphemy with math and science-y questions
- Challenging (1-10) -> 5, 5 (perfect balance, not too hard, not too easy)

Observations On Balance

- There aren't many strategies present in the game, so I did not notice any dominant strategy. If any, it would be the contestants "buzzing in" as soon as the question had been read and just using the ten seconds they had to guess the answer, but both of the players took their time to think of the answers they were unsure about, and took advantage of having a pen and paper to write down their thoughts. As such, this would have to be explored in another playtest.
- The players were pretty evenly matched throughout the game, so it was difficult to tell if there were overpowering reinforcing relationships. However, the player with the least amount of troops at the final round did end up winning. These leads me to believe that in any given game, there's a chance for any of the players to win.

CHANGES

- Clarify rules and procedures
 - territory card distribution and discard
 - doth = “do the” so fix the translation lol
- Glam up the Host role (perhaps a Host card to match the player cards)
- Change Math to Blasphemy
 - reduce complexity of math questions
 - add simple, theme relevant science questions