

Playtest Script for Ledbetter

by Jeremy Gibson

Instructions to Investigators:

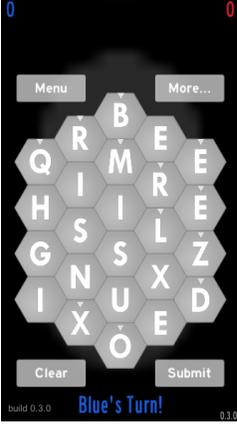
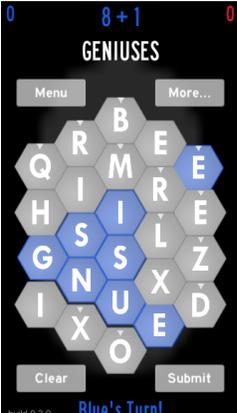
Please read the following script to playtesters at the appropriate time. It is best if the game is played by two people who have not played it before, but if you only have one person playing, it's okay for you, the investigator, to play her opponent.

Please have each pair of playtesters play the game twice (or play two games with each playtester, if you're testing her as an individual). We're interested in seeing how players' grasp of the mechanics change from their first playthrough to their second.

In addition to the build of the game, we've also included a folder called "Instruction Slides" that includes images of the game to help you explain the mechanics.

Tutorial for Playtesters:

As you read the instructions below to the playtesters, please record audio of their reactions and questions. Show them the slides in the slide folder that match the instructions you're reading below.

| Slides | Text |
|---|--|
|  | <p>Thank you for taking the time to playtest Ledbetter. Ledbetter is a word and territory game for two players. In the game, you'll be spelling words to claim hexagonal tiles and gain points.</p> <p>As you play through the game, please be as open as you can about your thought process and how you're approaching each turn. If you can speak out loud about what you're thinking, it will really help us to understand how people are playing the game.</p> <p>Also, please feel free to ask any questions at any time. If you've got a question, there's a good chance that a lot of other players will as well.</p> |
|  | <p>This is the board of 24 letters. You and your opponent take turns using letters to form words and claim tiles.</p> <p>Here you can see that Blue has spelled "geniuses". You can use any letter on the board to spell words, including those owned by your opponent. The letters do not have to be adjacent to each other.</p> <p>Each letter used by Blue scores one point—8 points for the 8 letters in geniuses—and the E in the top-right scores an extra point for the triangular pip on it.</p> |

| Slides | Text |
|---|---|
|  | <p>Each turn, half of the unused letters gain an extra point pip. Here you can see that Q and R in the top-left are now with 2 extra points.</p> <p>Red spells "reminders" and steals several letters from Blue. The letters used have lots of bonus points, so Red gets 9 points for the letters plus 8 bonus points.</p> <p>The "Submit" button only appears when the word a player has spelled is in the dictionary, so there's no wondering about whether a player has spelled a word properly.</p> |
|  | <p>Blue spells "exhuming" (ex-zhoom-ing) and reveals another part of the game.</p> <p>At the end of a turn, all letters that are colored blue count as points for Blue, not just the ones used on that turn.</p> <p>Additionally, any letters completely surrounded by blue—like the G and I in the bottom-left—count for 2 points.</p> <p>So, blue gets 2 points each for G & I plus 1 point each for the other 8 letters plus 5 extra points from the pips on H & X.</p> |
|  | <p>Red counters with "elixirs". In the process, she takes the I that was worth 2 points for Blue.</p> <p>Breaking up blocks of letter tiles like this is an important strategy.</p> |
|  | <p>Blue uses "oxides" to gain lots of territory.</p> |

| Slides | Text |
|--------|--|
| | <p>Red plays "embers" and is finally in the territory game with 6 letters that count for double points.</p> |
| | <p>Blue plays "quiz." Though this is a short word, it claims the Q & Z that were the only unclaimed letters.</p> <p>Once all the letters on the board have been claimed, each player has one more turn before the game is over.</p> |
| | <p>Red plays "exiling" to gain 24 points for a final score of 80.</p> |
| | <p>But then Blue only needs 6 points to tie.</p> <p>She tries playing "mind," but the game won't let her because the word has already been used.</p> <p>Blue can't remember "mind" being played, so she taps the "Already Used" button that has replaced "Submit."</p> |

| Slides | Text |
|--------|---|
| | <p>The game tells Blue that "mind" was used as part of "reminders."</p> <p>Any word that is part of a word that has already been played cannot be used in the game. So, if someone has already played "affront", neither "a" nor "front" can be used later in the game, but "affronted" or "affronts" would still be legal.</p> |
| | <p>Blue instead chooses to spell "dressing," which gains her 17 points for a final score of 91.</p> |
| | <p>With 91 points, Blue wins the game.</p> |

Playtest Session (read this to the playtesters):

Now, set up a game for the two playtesters and read them the following. Please record both audio and video of their playtest session.

| Text |
|--|
| <p>Now, we're going to ask you to play two games against each other. That way each of you will be able to get a turn going first. As you play, please remember to tell us anything that comes to mind and help us understand your thought process. After the game, we'll have a couple of questions for you.</p> |

Send players to the survey questions at: <http://bit.ly/LedbetterPlaytestForm>