

# Siege Playtest Record

## Welcome

Welcome to Siege, my design for a story game. More specifically, welcome to blind playtesting for Siege. Up til now, all playtesting has had me at the table. So now I need to take the plunge and let someone else run it without me.

I've crafted some guidelines for you so that I can get the feedback I need to make the game better. If you play Siege, I'd appreciate your comments in these areas. Of course, any general comments you wish to make are welcome as well.

## Getting the Rules

I've not put the rules up on the web, just this playtest guide. It'll help me to create a register of people who have been involved in playtesting so that I can give credit where it's due in the final publication. To get the rules you need to send an email to me with a date by which you will have run one game of Siege and can return your playtest feedback. Send your email to [andrew.mg.smith@gmail.com](mailto:andrew.mg.smith@gmail.com) and I'll send the rules to you straightaway.

## Feedback Guidelines

Q. Who played the game and in which roles?

Q. How long did the game last?

Q. What questions came up during character creation?

Q. What kind of expertise did you define for characters?

Q. Did every player reveal all their expertises during play?

Q. Was it easy to understand the rules for decision points?

Q. How often did the GM test relationships?

Q. How closely did players play according to relationships?

Q. Did anyone introduce a twist into the story by changing roles? If so, what was the experience of the group?

Q. Which notes did you use? How did they work out during play? What exploits did you find?

Q. How did the Captor player feel during play? In control? Out of control?

Q. How did the Police player feel during play?

Q. How did the Hostage player feel during play? Trapped? Opportunistic? Something else?

Q. What other comments do you have about your experience of playing Siege?

Please send your comments about Siege back to me at [andrew.mg.smith@gmail.com](mailto:andrew.mg.smith@gmail.com) as soon as you are able. Many thanks to you for playtesting Siege.

Andrew Smith