Rulebook test

Why am I doing this?

A rulebook is a crucial part of board game. It tells the users how to play the game and directly impacts the game play. To make sure they understand it clearly and it not too long or complex I did a focus group.

"To what extent does the written rulebook support a clear and user-friendly gameplay experience for players?"

How am I doing this?

To test the rulebook I did a focus group. I asked them to read the rulebook out loud and if they could explain it to me after they've read it. After that I asked them to discuss their thoughts and opinions.

What did I find out?

From the test I've gained several insights.

- Most people understand it after one read.
- The rulebook shouldn't be any longer. The length is perfect.
- Step 2 of "how to play" should have more detail.
- Use less punchlines to prevent people getting distracted.
- Consent section felt too serious and could ruin the party mood.

So?

Based on the insights I've learned the importance of the tone of voice and the visual layout for my rulebook. It has helped me create a rulebook that meets the target groups wishes: a simple and short rulebook. Based on their feedback I've also made sure it fits the tone of voice of the game and is easy to understand to prevent confusion. Without testing it I would've not been able to iterate this further to a rulebook that is user-friendly.