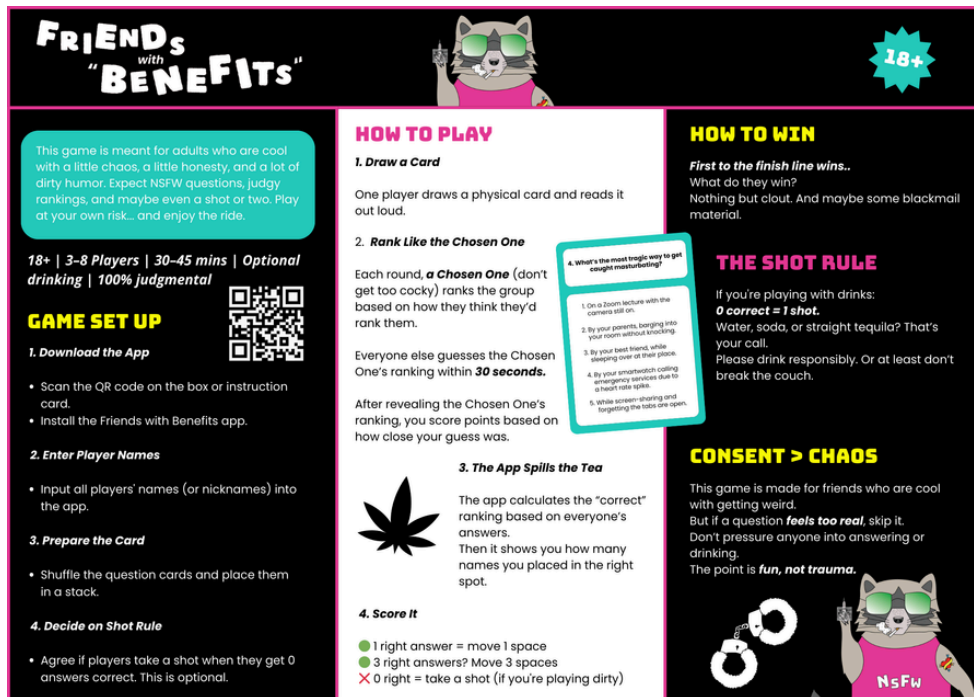


# Creative iterations: Rulebook

I made a written rulebook that matches the tone of voice of the game. I aimed to make the rulebook easy to understand and explain.

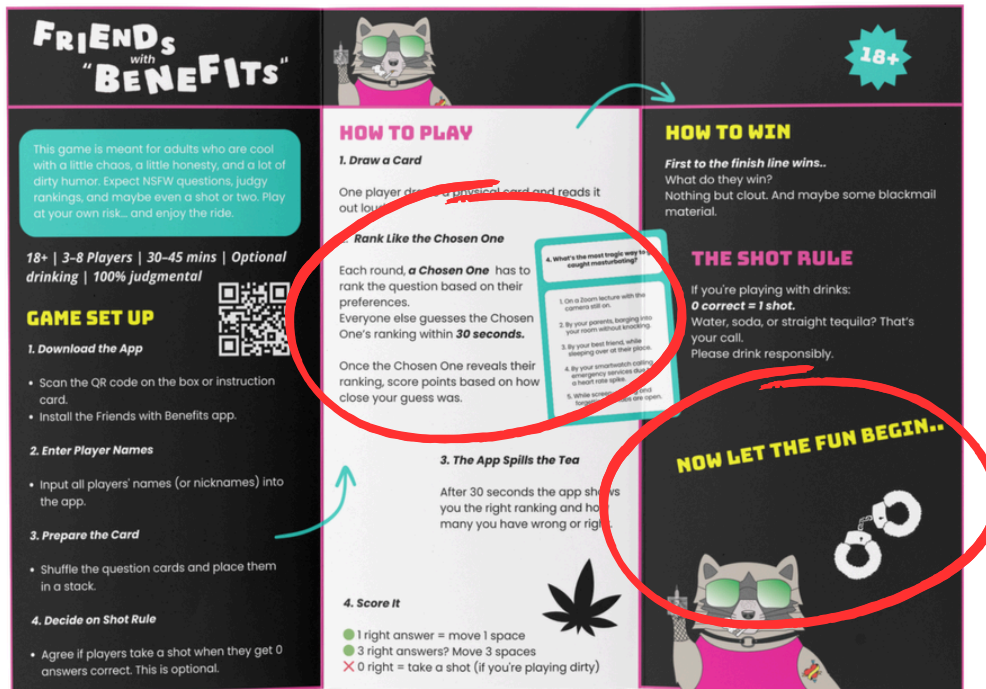
VI:



## How?

I tried to keep the rulebook as simple as possible but in a funny way. To test that I did a focus group with the target audience, asked them to read it out loud, explain it to others after reading it and then to discuss it with others:

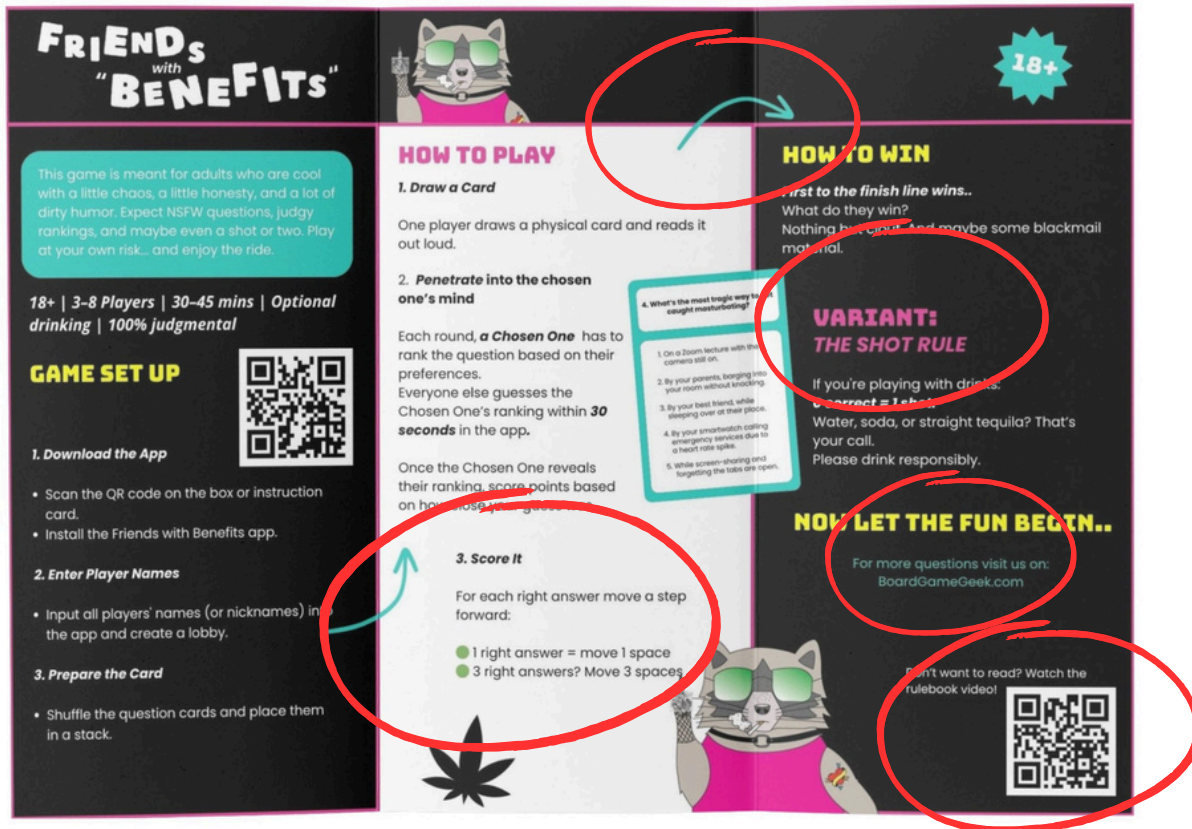
- Most users understood it after one read.
- Step two of "how to play" could be clearer.
- Too much punshlines which made the text difficult to read. Only use a few that are really funny.
- Consent section felt too serious. It might ruin the party mood.



## Why?

I added their suggestions, since a rulebook is an important part of a game. An unclear rulebook makes the players play the game all wrong and causes confusion and frustration.

- I made step 2 clearer by adding more detail to the explanation.
- Reduced punchlines in order to keep them focused.
- Removed the consent part.



### Validate:

After testing V2 they said the rulebook was easy to understand and clear, but there were some suggestions from the target audience and Maikel, boardgame expert and teacher, to make it even better:

- Add arrows for visual direction.
- Add "variant" in front of the shot rule to make it clear that it's optional gameplay.
- Removed repetitive information.
- Added QR-code that leads to the rulebook video.
- Added "BoardGameGeek.com as a resource where players can ask question.