Basic Stats:
Number of Players: _____ Length of Game: _____
High Score: _____ Did any player(s) lag behind the others? YES NO
Any notes about players (young age, experience, etc.)

Questions for the Players: (most all of these can be call-out style and you can average results)
Rate *The Abbey* as a strategy game (5 best): 1 2 3 4 5
Rate *The Abbey* as a family game (5 best): 1 2 3 4 5
Rate the board and cards (5 best): 1 2 3 4 5
Rate the player aids (5 best): 1 2 3 4 5
Rate the rulebook (if appropriate, 5 best): 1 2 3 4 5
What needs to change to make this game better:

Was there anything that stood out to you about this game?

If this game was published, with nice wooden components and quality cards/board what price would you expect to see for it? (clarify MSRP if they primarily shop online)? _______________

Questions for the Playtest Administrator (optional, especially if you were playing):
Using a scale of 0 = Not at all, 1 = Extremely rare, 2 = occasional or better, rate occurrence of the following:
Players moving a monk to the contract area 0 1 2 Doing the same, but not getting a card 0 1 2
Players moving a monk to a work area 0 1 2 The same, but as first move of round 0 1 2
Players adding a worker to the mine in the first half of the year (i.e. Spring/Summer): 0 1 2
Playing a card in the second half of the year (i.e. Autumn/Winter): 0 1 2
Player intentionally ending the year to deny scoring opportunities to others: 0 1 2
Players adding/moving workers to deny end-of-game scoring: 0 1 2 (Bonus Question: what round(s)? ____)
Players comments like “This is tough.” “I can’t do what I want to do.” and/or moments of AP: 0 1 2
Comments: __________________________