

RUM RUNNERS

Human Test Plan 01: Your First Trading Voyage

Desktop / laptop | 10 minutes playing + 5 minutes reporting

Your task: use the game's guidance to make your first trading voyage. We want to learn where the instructions or controls become confusing without coaching.

BEFORE YOU START

Use the game link supplied by your organizer and a disposable career. Do not overwrite a personal save. Record the build actually displayed; if none is visible, write "not shown."

Date: _____ Build: _____ Browser: _____

Start: New Campaign > Guided First Voyage > Begin Guided Voyage

PLAY CHECKLIST

- 1. Enter Port Royal.** Follow the in-game guidance into the harbor.
☐ Pass ☐ Problem ☐ Not reached
- 2. Prepare for the voyage.** Follow the food, crew, and introductory rum instructions. Do the costs and results make sense?
☐ Pass ☐ Problem ☐ Not reached
- 3. Set your destination.** Select Petit-Goave on the chart, then confirm the course.
☐ Pass ☐ Problem ☐ Not reached
- 4. Sail to Petit-Goave.** Follow the displayed guidance. Note any confusion with steering, navigation, or entering the harbor.
☐ Pass ☐ Problem ☐ Not reached
- 5. Sell the reserved rum.** Is the receipt understandable? The complete introductory offer costs 100 gold and returns 150 gold, before voyage expenses.
☐ Pass ☐ Problem ☐ Not reached

Stop after the sale or at 10 minutes, whichever comes first. If stuck for two minutes, stop and record the exact point. Leave combat practice and further exploration for another test.

SEND YOUR ORGANIZER A SHORT MESSAGE

Include your date, build/browser, minutes played, last checkpoint reached, and each checkpoint's status: Pass / Problem / Not reached.

For any problem: checkpoint number; what you did; what you expected; what actually happened. Attach a screenshot of the main problem, if available.

Answer: Where were you most confused? What would you try next?

An unfinished voyage is useful evidence, not automatically a failure.