

# Forbidden Island Game Analysis

## Was it fun?

According to Kobold's frameworks, fun in a board game can be broken down into several types: challenge, fellowship, discovery, expression, and narrative. "Forbidden Island" primarily draws on *fellowship* and *challenge*. The cooperative nature fosters teamwork (fellowship), while the constant threat of sinking tiles provides a continuous challenge. While the game was not the most exhilarating, it wasn't monotonous either, as it successfully balanced these elements to keep players engaged.

## What were the player interactions?

Player interactions in "Forbidden Island" are deeply rooted in *cooperation*. The game is designed in such a way that players must work together strategically to save treasures and escape. This collaborative dynamic not only eases navigation but also encourages communication and teamwork, essential components in Kobold's interaction paradigm.

## How long did it take to learn?

Learning "Forbidden Island" involves understanding its mechanics, which can take an entire round. According to Kobold's accessibility framework, the game does a decent job of introducing players to its rules. While it may not be as intuitive as some, the full experience within a round helps players grasp the mechanics, indicating a moderate learning curve.

## What was the most frustrating moment or aspect of what you just played?

The most frustrating aspect—paths being destroyed—aligns with Kobold's frustration framework, which emphasizes maintaining a balance between challenge and player agency. The constant destruction of paths adds tension but can lead to feelings of helplessness if players lack effective strategies to counteract this.

## What was your favorite moment or aspect of what you just played?

The cooperative nature is highlighted as a favorite aspect, fitting within Kobold's satisfaction framework. The joy of working together towards a common goal often enhances the gaming experience, providing players with a sense of accomplishment when they successfully navigate the board as a team.

## Was there anything you wanted to do that you couldn't?

Player agency is critical in game design, and any limitations here can impact enjoyment. If players felt restricted in their actions, it might suggest areas where the game could improve by offering more choices or flexibility in overcoming obstacles.

## **If you had a magic wand to wave, and you could change, add, or remove anything from the experience, what would it be?**

Possible improvements could include adding more player abilities or alternative strategies to mitigate path destruction. Enhancing player options can increase engagement and reduce frustration, aligning with Kobold's focus on iteration and continuous improvement.

## **Is this a game you would play again?**

Yes or No, depending on individual preferences for cooperative versus competitive dynamics. According to Kobold's replayability framework, a game's potential to be played repeatedly hinges on its ability to offer new experiences or challenges each time. "Forbidden Island" might appeal to those who enjoy cooperative strategy games, but its replay value may diminish for those seeking more varied interactions or unpredictability.

## **Analyze the game using the 3-act structure.**

1. **Act 1: Setup** - Players are introduced to the island, the mission to collect treasures, and the threat of sinking tiles. This establishes the stakes and objectives.
2. **Act 2: Confrontation** - As the game progresses, tension builds with sinking tiles and increasing challenges, requiring players to devise strategies and collaborate effectively.
3. **Act 3: Resolution** - The game concludes with either a successful escape with all treasures or failure if the island sinks, providing closure to the narrative arc.

## **What are the collaborative and/or competitive aspects of the game?**

The game is entirely collaborative, with all players working together to achieve the common goal of retrieving treasures and escaping before the island sinks. There is no competitive element among players, which shifts the focus to teamwork and strategic planning.

## **What is the game's metaphor and which of the game's mechanics stand out?**

The game's metaphor revolves around survival and adventure, with mechanics such as path destruction representing the unpredictability and danger of the environment. Standout

mechanics include the cooperative roles and the dynamic board that changes as the game progresses, both of which enhance the thematic experience and strategic depth.

Forbidden Island is a Collaborative table top game in which players collaborate to get treasures using the treasure cards before the island tiles sink.