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Game: Hanabi

1. Was it fun?

Yes, I enjoyed playing this one! It was fun interpreting the moves of the other players.

2. What were the player interactions?

Players exchange information through available clue tokens and what is played or discarded throughout the game. The group must consider the right timing to give hints, limited clue tokens, and overall behavior of the other players.

3. How long did it take to learn?

It took about 10 minutes to set up and learn the game. After one round, we added the rainbow cards and caught on pretty quickly.

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

Forgetting the clues I had received from other players, keeping track of where the cards were placed in my hand, or when a key card was discarded by one of us because a clue was misunderstood.

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

The intensity of the game and completing a suit of fireworks!

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

Speak freely. You constantly want to add context or prevent a bad play from the group, but that is also what makes it fun.

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

Each player could get a clue reminder token that they could use to have past hints repeated back to them. No new information, but could help beginners keep track of their hand while learning the game. During one's turn, they could use the token to request that their known clues be repeated.

8. Is this a game you would play again? Yes X No      Why?

I would play Hanabi again because it really encourages you to improve your score. The second time we played, we worked together as a team, performed better, and it was just as entertaining as the first time we played.

9. Analyze the game using the 3 act structure.

Act I is the setup of the game in which cards are dealt out to each player, and one's hand is displayed facing away from them. Six clue tokens and four fuse tokens are laid out next to the draw pile.

Act II is player confrontation. Players exchange information, and risky plays create tension. If a player plays an unplayable card, a fuse token is removed from the table and the group loses a "life" in a sense.

Act III is the game's resolution. When the cards in the main deck run out, everyone takes their final turns. The cards played are then counted and determine a team's score and placement. The objective is to get as many runs of each color firework as possible, but the game ends early if every fuse token is removed from the game.

10. What are the collaborative and or competitive aspects of the game?

Hanabi is a collaborative game that operates off of effective teamwork. Any sense of competition is in beating a previously set high score.

11. What is the game's metaphor and which of the game's mechanics stand out?

The game's metaphor is creating a fireworks show and avoiding mistakes that could lead to explosion. It utilizes limited communication, and pressures players to take risks. One must keep track of clues, as well as what has not been shared, as these are part of the game's mechanics. Timing is especially important.

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Game: Arguement

1. Was it fun?

Yes! It was fun to learn how to play and be given the option to play collaboratively.

2. What were the player interactions?

Players took turns moving pieces from three rows of six movement tokens. Each of the three colors have different rules for how they can move on the board, and how they can be stacked on other player's pieces. Once a player has a stack of three, it can be removed from the game. Players work together to clear the board of all of the pieces.

3. How long did it take to learn?

This game took me a little longer to learn since I have never played chess before. It did not take the other players in my group quite as long to pick up on.

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

Trying to move pieces that I was not actually able to move because they were either blocked by another piece, the wrong color for the move I wanted to take, or another player's piece entirely that I had confused for my own.

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

The originality of the board and various opportunities for strategy. I liked the stacking component a lot.

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

No, just situationally when I wish I had better move to make during my turn.

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

I would make the other player pieces a little more differentiated because I had a hard time keeping track of my moves and quickly finding which ones were mine during my turn. I think it would have been easier to see these differences on a lighter colored board, though I really love the aesthetic of the entire setup. I also

thought the game could implement an objective that supports vertical movement on the board. Potentially adding a motive to move closer or farther from the center of the board.

8. Is this a game you would play again? Yes X No      Why?

I wish I was familiar with the game mechanics behind games like this and would be interested in learning the strategies involved.

9. Analyze the game using the 3 act structure.

Act I is the setup of the game in which the three sections of the board are assembled. Each player has six pieces of each type in three different columns in front of them. There should be five rows in between each player's pieces.

Act II is player confrontation where players interact to collect stacks of pieces and ultimately try to clear the board. Each piece is colored with an inner and outer color which dictates how they are able to be stacked. The game was played collaboratively and mimics some movements by pieces in chess.

Act III is the game's resolution. The player(s) with 6 stacks removed from the board wins, and if the board cannot be cleared of all of the pieces, everyone loses.

12. What are the collaborative and or competitive aspects of the game?

Players work together collaboratively to clear the board, but also competitively since the player(s) with 6 stacks of game pieces captured wins. A player cannot stack on their own piece.

13. What is the game's metaphor and which of the game's mechanics stand out?

The game's metaphor is overtaking other pieces similar to winning an argument as the name suggests. The various rules for restricted movement and stacking serve as the game's mechanics.