

Maria Wack

Game: Munchkin Gloom

1. Was it fun?

Yes, I had fun playing!

2. What were the player interactions?

When players used cards in their hand to influence the game. Positive modifiers could be played on an opponent's character, while negative "self-esteem" cards helped one's own characters. There were also specific event cards and cards that blocked plays in the game.

3. How long did it take to learn?

I understood how to play by the end of the first game.

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

It was frustrating to keep track of the modifiers and knowing when and how to play specific cards.

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

It was fun to get competitive and sabotage other players with special cards. At one point I wanted to play a "free play card" that would allow me to then play an instant death card on top of it, but another player was able to undo my move which was unexpected.

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

No, the game was very balanced.

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 feel like there should have been a limit to how many instant death cards you can hold in your hand at once.

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

The various cards are designed to make it fun and different each time it's played. It was easily repeatable, and I enjoyed the storytelling aspect.

#### 9. Analyze the game using the 3 act structure.

Everyone picks out their characters and establishes a tragic backstory to contribute to the setup of the game. The confrontation happens as players play against each other. The resolution comes when a player successfully kills off all of their characters, ending the game as the "most miserable".

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Game: Sushi Go!

#### 1. Was it fun?

Not my favorite, but I had fun trying it!

#### 2. What were the player interactions?

Simply passing off our hand to the player to our left once we've played a card.

#### 3. How long did it take to learn?

I think I would have understood it more if I had the opportunity to play a second game.

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

Understanding the mechanics of the game, and remembering how many of any specific card we are going for.

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

Getting a brand new hand each turn made it exciting.

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

I wish there were more ways to be strategic.

#### 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 add cards to disrupt the flow. I think the game felt too repetitive.

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

It just didn't hold my attention the way the other games have.

9. Analyze the game using the 3 act structure.

The setup introduces the rules of the game and objectives, the confrontation happens as players compete to create a high-scoring meal via the cards they have in their hand, and the resolution is after three rounds when the winner is calculated.