

Maria Wack

Game: Settlers of Catan

1. Was it fun?

Yes, I loved this one! I really enjoyed how social it was to play.

2. What were the player interactions?

Players interact by trading for resources, blocking each other with roads, or using the robber to steal from and occupy another player's space.

3. How long did it take to learn?

It only took a couple minutes to get started, but we all agreed that we understood the strategies more after having played a completed game.

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

Not being able to collect a specific resource because the other players kept placing the robber in my area.

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

I really liked that we were able to make trades with other players because it gave the game a collaborative quality to it, even though it was very competitive.

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

Occasionally, I had wanted to build a settlement, but couldn't because of the two road distance rule.

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'd add another way to remove the robber if it had been in one place for too long. I kept getting stuck with it in the same space.

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

Yes, and I already have new ideas for strategy in playing a new game. The randomized board and game dynamics make it replayable and fun.

9. Analyze the game using the 3 act structure.

Act I (Game setup): Players take turns placing 2 initial settlements and two roads. They are then given one resource card for each adjacent terrain hex.

Act II (Player conflict): Players compete to build the longest road, the largest army, and/or the most profitable settlements. Each time the dice is rolled, players that have built settlements around a terrain with the corresponding number collect resource cards from that terrain.

Act III (Game resolution): The game ends when a player reaches 10 victory points for actions throughout the game.

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

Trading is a form of collaboration in the game since players can rely on each other to progress. The competitive aspects include overall expansion, ability to block other player's roads, and monopolizing resources while collecting victory points.

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

The game's metaphor is the struggle of settling new land, and uses mechanics like trading, building, and sabotage via the game's robber.