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Island Survival

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ISLAND SURVIVAL: POSTMORTEM

I developed my theme from the theme consensus. The research I did on how people come to making consensus decisions and what the role of consensus decisions play influenced my decision of making a game that encouraged players to collaborate and work together. I had to think about what I learned from my research about decision making in order to think about what choices I can offer players and how I can use the mechanics of the games in order to encourage players to work together.

The basic rules of Island Survival are that players must use or trade resources (items, supplies, energy, ect.) in order to protect other player's health counters and their own for a specified number of rounds of play. During the rounds players are presented with tradeoffs and choices that could determine their own and other's chances of survival.

My game originally started as a completely different idea that I wanted players to work together in simply making decisions together in the game for what players would do as individuals for themselves, in order to work for group survival. I was not expecting that the game would take on the aspect that players would actively do things *for* other players and give their own resources to other players in order to meet their group goals. My idea of collaboration was a little less tangible than the actual gameplay presented itself as, which is why I incorporated it into the rules for Playtests during Phase 2.

My Playtests showed me the holes in my rules by players either interpreting a rule differently than the message I thought I sent with or completely ignoring the rules. This made me closely examine how I was wording my rules. I also had to work the edge case possibilities out of the gameplay the more I went. I also had to fix typos and had changed a few cards that broke the gameplay in the sense that the players made up their own rules about it.

I feel like my game still needs further playtesting and further speculation on the rules. The Phase 2 Playtests still had players making some of their own rules apart from the actual gameplay. On this matter, I think it is a matter of being able to make the rules convey their purpose with clarity. The cards I believe are working well, as well as the economic system. The meaningful choice is still there. I need to further try to understand why players understand/follow some constraints of the game over others.

GOALS

- The goal is for as many players as possible to survive 15 days (4-6 players) or 20 days (2-3 players).

ITEMS

- Energy Counters
- Health Counters
- Event Cards
- Resource Cards
- Item Cards
- Supply Cards
- Day Cards

SET UP

- Shuffle the Event Cards together and set them face down.
- Each player starts with 5 Health Counters and 5 Energy Counters at the beginning of the game.
- Shuffle the Supply deck and place it facedown. Each player starts with 3 Resource cards in their hand.
- All players may consider which starting item they wish to choose in the beginning and may collaborate in that decision. Each player chooses one starting item.

RULES

- Each player chooses one starting item from the Supply Cards and the chosen item's effects apply for the player that chose it only through the duration of the game.
 - If a player runs out of Health Counters during the game and the game ends and their chosen Supply Card is no longer in gameplay.
 - Each player starts with 5 Health Counters and 5 Energy Counters at the beginning of the game. Energy Counters and Health Counters will increase or deplete depending on player responses to Event Cards and Day Cards.
 - A player's Energy Counters cannot be negatively accumulated. If a player runs out of Energy Counters and must respond to a Catastrophe card by depleting an amount of their Energy Counters, that player depletes 1 Health Counter instead.
 - Play rock-paper-scissors to determine who First Player is.
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- To start a round, the First Player flips a card over from the Day Cards.
 - After the First Player draws a Day Card, the First Player must draw a card from the Event Deck.
 - When the first player flips a Day Card, then each player gains 1 Energy Counter and 1 Health Counter if 2-3 players or 1 Energy Counter if 4-6 players until players reach Day 10.

- After the player draws the Event Card for their turn and all players have responded to the card appropriately, that player whose turn it is will have the option to draw a Resource card.
 - Players may choose to use Resource cards and Energy Counters to make Items and can only do so on their turn.
 - After that player chooses to acquire resources or make items, that player's turn ends. The next player draws Event Card.
 - If a player runs out of Energy Counters then a player can no longer make items from the Items Deck or draw Resource Cards. The next player turn may start. Alternatively, if a player wishes to conserve their Energy Counters, then their turn ends.
 - When all players have drawn an Event Card and completed their turn once, then the First Player flips over the next Day Card to start a new round of play.
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- If a player draws a Catastrophe card from the Event deck, then players must decide together which tradeoffs should be made in order to ensure their survival. The tradeoff options will be listed on the card.
 - If a player draws a Paradise card from the Event deck, then players can choose bonuses to receive from the options listed options on the card.
 - If a player cannot perform one action on the Event Cards, then the other action should be performed.
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- Any player at any point may draw additional resources in exchange for 2 Energy Counters during the game.
 - If a player chooses to make an Item, the required Resource cards are used and must be placed on the Item Card to show that it can be used.
 - Item Cards can be used in response to Event Cards.
 - All players can protect other players from Catastrophe Cards by using their own Item Cards according to its abilities.
 - Resources or Items may be traded between players at any point during the game.
 - In order to draw an Item a player may only do so if chosen as an option on a card from the Event Deck or if they discard 2 identical resources or if they use 3 Energy.
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- After specified rounds of drawing Day cards determined by the amount of players playing, then the game ends. Players who survive the rounds of play with any amount of Health Counters win the game.
 - If all players run out of Health Counters before the game ends, then no one wins because no one reached the goal.
 - If a player runs out of Health Counters, the game ends for them and the other players continue playing until anyone or no one survives the game after the specified amount of rounds.
 - If one person is left playing the game, that person continues playing through the rounds by themselves until the last round is reached.

ACTIONS

- Draw
- Use
- Save
- Collaborate
- Communicate
- Protect
- Trade

TRANSITIONS

- Set up Game
- Determine first player
- (Set up Round) Day transition
- Player turn transitions
- End Game

<p>Water Filter: Prevents player from being affected by bad water.</p>	<p>Tent: Protects player from elements and weather disasters.</p>	<p>Backpack: Protects player from losing Resources.</p>
<p>Map: Player draws an extra Resource Card on their turn.</p>	<p>Hammer: You may use your Resources to make Items on any player's turn as well as your own.</p>	<p>Power Bars: Player gains 1 extra Energy Counter their turn.</p>
<p>Cell Phone: Supply drops provide 1 extra Item when player runs out of Items in their hand at any time.</p>	<p>Defibrillator: You may sacrifice 1 Energy Counter of your own for another player to gain 1 Energy Counter, but this can only be done once per round.</p>	<p>Tennis shoes: Wild animals don't scare you. You are unaffected by these attacks.</p>

<p>Tent: 5 materials 2 Energy</p> <p>(2 more building materials to protect 1 more player more –up to 2 players more: the players on either side of the one who built the tent. Once used it must be discarded.)</p>	<p>Torch 3 materials 1 Energy</p> <p>(Reduces energy loss or health loss by 1 at night for all players: once used must be discarded)</p>	<p>Medicine 2 materials 1 Energy</p> <p>(Can be used to gain 1 health and may be used on any one player.)</p>
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<p>CATASTROPHE Don't drink the bad water... player who drew loses 2 H and 2 E. Another player may use 1 Energy to cut Health loss in half.</p>	<p>CATASTROPHE That cave you explored only gave you bumps and bruises. Player who drew this and their buddy loses 1 Health.</p>	<p>CATASTROPHE Exploring the island at night might not have been a great idea. Player who drew this and their buddy loses 1 Health.</p>	<p>CATASTROPHE Piranhas! Each player loses 1 Health or 1 Energy!</p>
<p>CATASTROPHE Bear! RUN! (- 3 Energy All) The player that stops to play dead loses 1 Health and conserves all energy. Who is it going to be?</p>	<p>CATASTROPHE Was it a unicorn? Or bigfoot? I think you're all seeing things. Everyone lose 1 Health and 1 Energy.</p>	<p>CATASTROPHE Can you swim? All players either lose 1 Health and 1 Energy or they discard 1 item in play.</p>	<p>CATASTROPHE Cliff jumping for sport – not recommended. Choose a player to lose 1 Health and a player to lose 1 item.</p>
<p>CATASTROPHE No more rock climbing for you! Player loses 2 items in your hand. Another player may use 1 Energy to retrieve 1 item.</p>	<p>CATASTROPHE You're so silly! You're not supposed to pet the big kitty! Player loses 2 Health or all players lose 1 Energy.</p>	<p>CATASTROPHE King of the hill – players must decide which player discards all their resources in their hand or loses all except 1 Energy.</p>	<p>CATASTROPHE The person who hoards the most loses the most. The player that has the most resources must sacrifice 2 resources to discard.</p>
<p>CATASTROPHE Survival of the fittest – REVERSED: player with the highest health switch their health with player with lowest.</p>	<p>CATASTROPHE Ghost stories make for poor sleeping. All players lose 1 Energy.</p>	<p>CATASTROPHE Your raft escape did not work out as planned. Each player lose 1 Health, 1 Energy, and must decide which item to discard.</p>	<p>CATASTROPHE Who lost Wilson? That player loses all Energy trying to find your lost friend.</p>
<p>CATASTROPHE Buddy system– the two players with the lowest health play it safe for once; everyone else – you lose 1 Health.</p>	<p>CATASTROPHE Big Storm! -3 Health on all players.</p>	<p>CATASTROPHE Your animal tracking needs work. Each player choose to lose 1 Health for not catching dinner or 2 Energy for wasted effort.</p>	<p>CATASTROPHE The natives of the island are unfriendly. All players -1 Health and -2 Energy or discard all items in your hand.</p>
<p>CATASTROPHE How's that campfire going? Player loses 1 Health for playing with fire. Each player discard one resource from their hand.</p>	<p>CATASTROPHE Too much sun! -2 Health on all players.</p>	<p>CATASTROPHE Work in the rain? If yes, players lose 2 Energy. If no, players lose 2 Health.</p>	<p>CATASTROPHE Oops! The player who drew this either loses 1 Health or discards an item. That's what happens when you don't pay attention!</p>
<p>CATASTROPHE So, that funny noise you heard??? Every player, but one hides in terror. The one that didn't loses 3 Energy. Who is it?</p>	<p>CATASTROPHE Burr!! It's cold. -1 Health on all players.</p>	<p>CATASTROPHE Who is cooking dinner? That player loses 2 Energy. Everyone else loses 1 Health because it was a bad meal.</p>	<p>CATASTROPHE Who's the prankster that wasted resources? Each player discards a resource. The prankster loses 2 Energy and 1 Health.</p>

<p>CATASTROPHE</p> <p>Prowling wolves! Players lose 1 Energy running from them or 1 Resource to throw at them and scare them away.</p>	<p>CATASTROPHE</p> <p>Prowling wolves! Players lose 1 Energy running from them or 1 Resource to throw at them and scare them away.</p>	<p>PARADISE</p> <p>Teamwork has its perks. Any players below 5 Health gain their health until they have 5 Health Counters again.</p>	<p>CATASTROPHE</p> <p>Prowling wolves! Players lose 1 Energy running from them or 1 Resource to throw at them and scare them away.</p>
<p>CATASTROPHE</p> <p>Raccoons around your campsite. All Food resources must be discarded or sacrifice your energy scaring them away.</p>	<p>CATASTROPHE</p> <p>Raccoons around your campsite. All Food resources must be discarded or sacrifice your energy scaring them away.</p>	<p>PARADISE</p> <p>Foraging proves useful: Every player gains 1 Health.</p>	<p>CATASTROPHE</p> <p>Raccoons around your campsite. All Food resources must be discarded or sacrifice your energy scaring them away.</p>
<p>CATASTROPHE</p> <p>Mosquitos SUCK don't they? All players either lose 1 Health or 1 Energy.</p>	<p>CATASTROPHE</p> <p>Mosquitos SUCK don't they? Either lose 1 Health or 1 Energy.</p>	<p>PARADISE</p> <p>Foraging proves useful: Every player gains 1 Health.</p>	<p>CATASTROPHE</p> <p>Mosquitos SUCK don't they? All players either lose 1 Health or 1 Energy.</p>
<p>CATASTROPHE</p> <p>Hail Storm – all players lose 3 Health and half the players lose 1 resource.</p>	<p>CATASTROPHE</p> <p>Hail Storm – all players lose 3 Health and half the players lose 1 resource.</p>	<p>PARADISE</p> <p>Teamwork has its perks. Any players below 5 Energy gain Energy Counters until they have 5 Energy Counters again.</p>	<p>CATASTROPHE</p> <p>Hail Storm – all players lose 3 Health and half the players lose 1 resource.</p>
<p>CATASTROPHE</p> <p>Who played with the beehive? That player loses 2 Health.</p>	<p>CATASTROPHE</p> <p>Who played with the beehive? That player loses 2 Health.</p>	<p>CATASTROPHE</p> <p>Forest Fire – Active items are no longer active. Players spend 3 energy to save each one.</p>	<p>CATASTROPHE</p> <p>Who played with the beehive? That player loses 2 Health.</p>
<p>CATASTROPHE</p> <p>Name the leader. That person led you around in circles – you've all wasted an energy following them.</p>	<p>CATASTROPHE</p> <p>Name the leader. That person led you around in circles – you've all wasted an energy following them.</p>	<p>CATASTROPHE</p> <p>Forest Fire – Active items are no longer active. Players spend 3 energy to save each one.</p>	<p>CATASTROPHE</p> <p>Name the leader. That person led you around in circles – you've all wasted an energy following them.</p>

<p>PARADISE</p> <p>A moment of relaxation: All players must choose to gain 2 Health or play an item without using resources.</p>	<p>PARADISE</p> <p>Just enjoy the salty sea air! What could go wrong in a place like this?</p>	<p>PARADISE</p> <p>A moment of relaxation: All players must choose to gain 2 Health or play an item without using resources.</p>	<p>PARADISE</p> <p>Just enjoy the salty sea air! What could go wrong in a place like this?</p>
<p>PARADISE</p> <p>A moment of clarity: All players may draw an item or one player may play an item without using resources.</p>	<p>PARADISE</p> <p>Picture perfect view! Just stop and smell the flowers; unless they are poisonous flowers – in that case better that you don't...</p>	<p>PARADISE</p> <p>A moment of clarity: All players may draw an item or one player may play an item without using resources.</p>	<p>PARADISE</p> <p>Picture perfect view! Just stop and smell the flowers; unless they are poisonous flowers – in that case better that you don't...</p>
<p>PARADISE</p> <p>Stock Up! : All players may draw one resource card or one player may choose to draw two resource cards.</p>	<p>PARADISE</p> <p>Good eats! Players gain 1 Health or 2 Energy.</p>	<p>PARADISE</p> <p>Stock Up! : All players may draw one resource card or one player may choose to draw two resource cards.</p>	<p>PARADISE</p> <p>Good eats! Players gain 1 Health or 2 Energy.</p>
<p>PARADISE</p> <p>Soaking up the sunshine leaves you feeling well rested: Players may gain 1 health or 1energy.</p>	<p>PARADISE</p> <p>Send a postcard! Everyone will be jealous.</p>	<p>PARADISE</p> <p>Soaking up the sunshine leaves you feeling well rested: Players may gain 1 health or 1energy.</p>	<p>PARADISE</p> <p>Send a postcard! Everyone will be jealous.</p>
<p>PARADISE</p> <p>The player who draws this card must choose a person to gain 1 health.</p>	<p>PARADISE</p> <p>Well, that was easy! Everyone gains 1 Energy and 1 Resource or choose to play an item!</p>	<p>PARADISE</p> <p>The player who draws this card must choose a person to gain 1 health.</p>	<p>PARADISE</p> <p>Well, that was easy! Everyone gains 1 Energy and 1 Resource or choose to play an item!</p>
<p>PARADISE</p> <p>You found water!!! 1 extra water resource for everyone – just make sure to shuffle your Resource deck afterword.</p>	<p>PARADISE</p> <p>Sleepy sleepy. All players may choose to gain 1 Health or 3 Energy.</p>	<p>PARADISE</p> <p>You found water!!! 1 extra water resource for everyone – just make sure to shuffle your Resource deck afterword.</p>	<p>PARADISE</p> <p>Sleepy sleepy. All players may choose to gain 1 Health or 3 Energy.</p>
<p>PARADISE</p> <p>Foraging proves useful: Every player gains 1</p>	<p>PARADISE</p> <p>Exploration works in your favor! 1 Health per resource card in your hand for all players.</p>	<p>PARADISE</p> <p>Foraging proves useful: Every player gains 1</p>	<p>PARADISE</p> <p>Exploration works in your favor! 1 Health per resource card in your hand for all players.</p>

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