

Isles of Fish, by Connor Wake!

- *New scoring system*
- *Board changes*
- *Early prototype; happy with any feedback but there's a general plan*
- *Tempo and pace of game*

Rules start: 9:38

Rules end: 9:48 [10 minutes]

Game start: 9:49

Game end: 10:45 [56 minutes]

Graphics:

- Beaches gotta be more obvious
- Board state is super hard to parse because of the massive board; I only ever looked at subsections at a time and I feel like my gameplay suffered from it

Gameplay Mechanics:

- **During rules:**
- slightly concerned about the midgame scoring [*with the fish track*] since it favors players who go later in the game, I'm estimating
- Currents are intuitive, I wish there were more!
- I like the idea of the stormy waters, I'll loop back after I play to see how they go
- Also with the tile placement I feel like it gives first-player disadvantage
- **After turn 2:**
- The game doesn't feel exciting yet, it feels super lightweight [*which is fine if that's what you're going for!*].
- **After turn 3:**
- Spending two turns to set up a big points play and having someone take it out from under me [*and continue to have that setup of taking it from me for the game*] felt AWFUL
- I feel like I lost the game on this turn
- **After turn 4:**
- The best I can do to try to recover is set myself up to have 3 control in a big group, but any player can build their own 3 control to match me
- Amelie scored 5 fish on her turn, Roger stole the 4 out from under me, and we both got 1 from our tied group; I feel way behind
- **Before turn 5:**
- I scored 6 points for a large group I was uncontested in; I'm now ahead, but feel like it was luck-of-the-draw; I think my overall frustration can be summed up as there being too many things left to chance and/or being able to be reversed due to other people's moves for long-term strategy to feel rewarding or effective, and the "puzzle" of your turns doesn't feel substantial enough to make up for it
- **After turn 7:**
- Seeing how deep we are into the board now, the size makes more sense, but it is really hard to keep parsing and re-parsing; I never once was able to look at and parse the whole board

- **End of game:**
- During teach you said these are the “advanced” rules, but really it’s just each turn is “how can I get the most points this turn?”
- There isn’t a lot of long-term strategy, it’s 100% tactical; that’s fine for a game this light generally, but this game feels too long for it to work well [and there are a LOT of pieces; it’s hard to keep parsing and re-parsing the board]
- With Amelie and Roger fighting over the side they were on, I didn’t even bother to fight them and did my own thing
- The biggest issue I have with the scoring is how difficult it is to wrest control from someone after they have an established foothold and score whatever fish they want from it to keep their control maxed out

Misc:

- The theme is missing a little something: HOW are these islands forming? Are we druids, summoning land from nothing? Are we controlling hyperspeed volcanoes that make islands of lava that cool instantly?

Responses to Others’ Feedback:

- **Roger:**
- I agree that having more control over when to score the schools is imperative, it was a major frustration I had with the scoring
- **Amelie:**
- I agree that the beach placement rules are a little janky and hard to envision into the board
- I agree that the game was too long, and doesn’t have a real arc

Homework:

- **Hey, That’s My Fish!** [*Spiritually similar and can inspire how to do things well or set apart from*]