Game Selections of the Wedding Reception







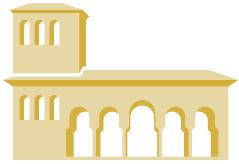
Alhambra

Design the grandest city of Alhambra, though every builder needs different types of money and no one ever makes change.

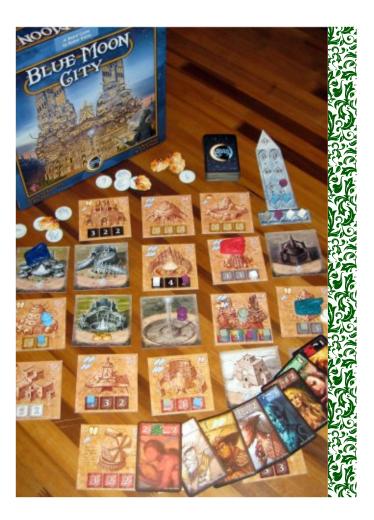
One of my favorites. I love that no one else can mess up my city, but the game is still really competitive.

~Kira

Have fun running out of money four different ways! ~Erskin



http://www.boardgamegeek.com/boardgame/6249/alhambra



Blue Moon City

Earn the crystal favor of the dragons by rebuilding the city efficiently, and they will make you its ruler.

Never a useless turn; you always make progress.

~Erskin

I do like the cooperative aspects, but the eight year old in me just loves the

crystals and dragons.





Bohnanaza

Grow your beans alone, and you'll barely make a buck, but help other farmers too much, and you'll never make the most.

The nice part is, even when it's not your turn, you're still actively involved in the game play.

~Kira

I love the way this game makes such perfect frenemies of everyone.

—Erskin



http://www.boardgamegeek.com/boardgame/11/bohnanza



Carcassonne

A knight in a city, a thief on the road, a monk in a cloister, or farmer in the field until the end; how will your meeple score best?

Scoring both during play and at the end keeps this quick moving game exciting.

~Erskin

In most games, you play pieces
on the board, Here you
play the board
around your
pieces.

~Kira

http://www.boardgamegeek.com/boardgame/822/carcassonne



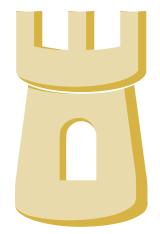
Citadels

Change your role at every turn to build the most expensive city, but beware the roles others take to thwart you.

The constant changing means it never gets old. ~Kira

Guessing who has what role is fun. But it's the second guessing that makes it great fun!

—Erskin







Find your family a most miserable fate, and you'll earn the greatest rewards when they die.

The clear cards are cute and "attacking" with good events is an enjoyable twist.

~Erskin

This one lets me indulge my morbid sense of humor.





Moity Toity

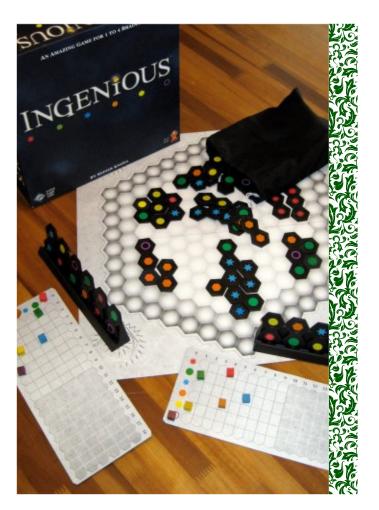
Acquire antiques, by hook or by crook, and show off a collection to put everyone else in their place.

This was the first game that drew me in to "real" strategy games, and not just because I won.

~Kira

It always makes me want to
practice my snobbiest
English accent.
~Erskin

http://www.boardgamegeek.com/boardgame/120/hoity-toity



Ingenious

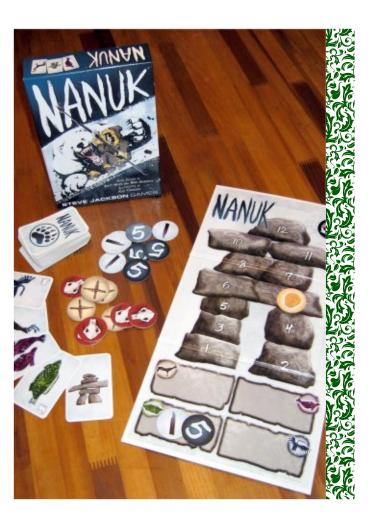
Hexagonal symbol dominoes each score their own points, but your final score is whichever is lowest.

It makes the deep game play so easy to think about I always want to play "just one more" time.

~Erskin

Something about the abstract strategy really appeals to my logical brain.







Boast a better hunt of the snowy wilds than the others, or call doom on their bravado filled claims.

I enjoy watching people play this one almost as much as playing myself.

~Kira

DOOOOOM!



http://www.boardgamegeek.com/boardgame/54433/nanuk



Rumis

Physically build Incan structures, connecting your pieces as you go, but remember that only those on top earn any points.

You can't deny the raw, tactile fun of playing with big chunky blocks.

~Erskin

It's like Tetris on
a lazy susan!
~Kira

http://www.boardgamegeek.com/boardgame/6411/blokus-3d



Saboteur

A band of dwarves dig for gold despite dead ends, broken equipment, and secret traitors plotting ruin.

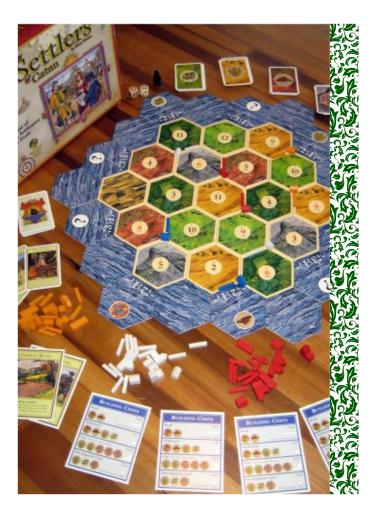
Learning who the traitors are is only half the game.

~Kira

Quick and easy-going, this one is also delightfully different from most

games meant for larger groups.





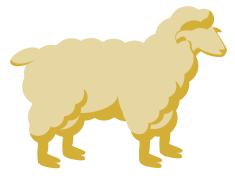
Settlers of Catan

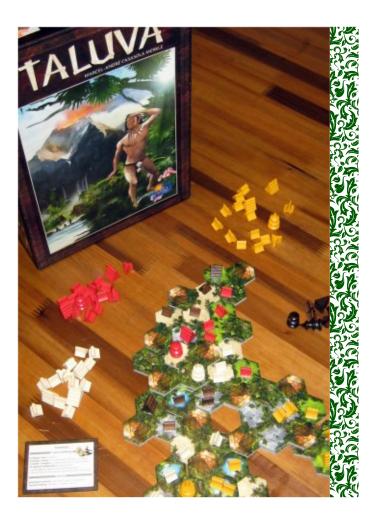
On a small island, grow your settlements by trading their resources with those expanding around you.

This was my gateway into serious games - the ones where the fun reaches out and grabs you. $\label{eq:constraint}$

~Erskin

This is the game that taught me you can squish four sheep into a brick.





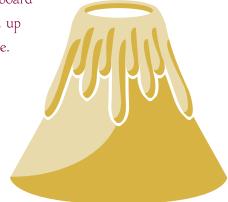


Volcanoes reshape the island constantly as tribes strive to build temples, towers, and settlements before the others.

An elegant game that works as well for two players as it does for four.

~Kira

The way the board grows out and up is just awesome.



http://www.boardgamegeek.com/boardgame/24508/taluva



Tulipmania 1634

Ride the crazed colorful tulip market, leading others to bring about a boom you can profit from before it busts.

I'm really drawn to it being a game of secret plans, even though everything is totally out in the open.

~Erskin

It's the housing bubble, only fun!





Wheedle

Trade your stocks to gain the first monopoly in this free for all frenzy while avoiding the company heading for bankruptcy.

To be honest, I really like the puns. They give what could be a very dry game a fun personality.

~Kira

Real gameplay, but no turns.

You gotta respect that.





thank you for playing