

## Game Night Report

### 11 November 2005

This night was hosted at Andy's house and went from 3pm to 12:30pm. We had six in attendance Andy, Bill, David, Dean (who managed to cover most of West Salem before finding the house), Jim, and Matt. We had a door prize that Bill won by mutual consent. It turned out to be the dice version of "Phase 10".

Of the many games available to choose from we played:

- [Citadels](#)
- [Settlers of Catan](#)
- [Robo Rally](#)
- [Mare Nostrum](#)

We played Citadels first, Bill was the king (no surprise there), Jim had a liking for the bishop and Andy kept getting the worst character choices. It was an enjoyable game and Jim was the winner with bonuses for finishing first and having every color.



Next up was Settlers of Catan. This game took much setting up and resetting up as some of the handily organized containers were miss organized. Once we got the game setup the pizza was ready so we took a break. Once all players had appropriately fueled up we continued. As the game developed David took the lead with longest road. Jim caught up very soon by developing quietly around one side of the island. Bill was cut of in the middle of the island and Dean never really got the resources. Andy was behind but managed to get his resources in order and sneak in as the winner, by stealing longest road and building a last settlement.



We moved on to Robo Rally, a game with lots of opportunity to ~~gently interact~~ ~~with~~ bash unmercifully the other players. We played the capture the flag version. Teams were: Andy, David, and Matt and Dean, Bill, and Jim. We choose the hardest boards imaginable; [Gear Box](#) and [Laser Maze](#). It was terrible to watch the carnage! Robots were shoved into pits by their own team mates, and drilled mercilessly with lasers. Conveyers confused the already dazed robots and shoved them of the board to their deaths. It was horrible. We did eventually



have a team survive long enough to capture the flag so the Andy, David, and Matt team won.

We finished the night off with *Imperium*. This is a civilization building, army conquest game. There are five factions: Rome (Bill), Greece (Dean/Jim), Babylon (Andy), Egypt (Matt), and Carthage (David). Normally it's every nation for itself, but Babylon and Egypt made an alliance. So Rome, Greece, and Carthage in self defense had to as well. This changes the whole dynamic of the game, something the powers of the west were quick to grasp and make use of. While Carthage and Greece repelled the unwelcome advances of Babylon and Egypt Rome was free to gather resources and build wonders. Well as you would expect the barbarian hordes were held at bay and Rome, Greece, and Carthage won.



I think all would agree that it was a successful game night and something we would like to do again.

--David Pettit