

BOARD GAMES – Report by Celia Chapple

The leaves are falling all around us but the Board Games group is still in blossom as 13 members attended this month, including a new member. Hazel and Jane introduced 2 tables to Cascadia, a colourful, attractive game featuring the landscape and wildlife of the Pacific Northwest. Each player can place hexagonal tiles and tokens to build their habitat and wildlife populations. Points are won for the largest habitat area created, and for animals such as elk, bears and hawks to be placed in an appropriate way. For example, the solitary hawk fights for its own territory; the bears want to be in pairs; foxes want a myriad of different animals around them. Jack Dee somehow gets the Radio 4 audience of *I Haven't a Clue* to robotically chant, 'and points mean prizes.' Our prize is admiration and recognition: Kate, Hazel and Jane won the various Cascadia games and there was enthusiasm to play this new game again.

On the other table, 5 members were absorbed in the strategic game, Rumikub, where skill and luck combine. Annie won twice (well done Annie, it can't just be luck), and Viv also won a game. Some quick games of the word-finder game, Boggle, were played also, and won by Jane, Clare and Jean.

Next meeting: Monday 8th December, where we'll have *A Ticket to Ride* competition where there really will be prizes!

