

FalCon 2009 Board Games

There will be many different types of board games available at FalCon 2009. On the following pages you'll find descriptions of many of the games that will be available, but it's not a complete list as many players will bring other games to play and share.

Signing Up for Events: You can sign up to play board games at FalCon 2009 on Warhorn.net. You will need to register on the site and receive access, which should only take a minute:

<http://warhorn.net/FalCon/>

Rather than list the individual board games, all of the board game events are listed as one event for each "slot" or time period. You aren't required to sign up for in advance, but doing so will give us an idea of how many board gamers to expect during each slot.

Playing Board Gamers at a Convention: Please be respectful and courteous of other players at the table. There are lots of different types of board gamers – competitive, casual, strategic, social – and gaming conventions cater to all types. So please be tolerant and patient.

Feel free to stop by the board game room at any time to see what's going on. Different board games have different play times, so if there isn't an open seat in a game when you arrive, check back again later or wait for one of the games to finish so you can jump in. It's okay to ask what time a group started or when they think the current game will finish. Usually it's okay to watch a group play so you can learn the game, but please be polite about asking questions and be mindful that you don't disrupt or slow their game.

Agricola is a turn-based game, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. There are multiple options, and while the game progresses, you'll have more and more: first thing in a turn, a new action card is flipped over. Each action can be taken just once per turn, so it's important to do some things with high preference.

Alhambra is a boardgame where players are acquiring buildings to be placed within their Alhambra complex. On a player's turn, a player may take money from the open money market, purchase a building from the building market, or engage in construction and re-construction projects with buildings that have been placed in the player's reserve. The game rewards efficiency, as when a player purchases a building from the market for the exact amount of money, the player may take another turn. Players with the most buildings in each of the seven building types score in each of the scoring phases, and points are awarded for players' longest external "wall" section within their complex. The game ends when the building market can no longer be replenished from the building tile supply, and there is a final scoring, whereupon the player with the highest score wins.

Betrayal At House On The Hill is a tile game that allows players to build their own haunted house room by room, tile by tile, creating a new thrilling game board every time. Secretly, one of the characters betrays the rest of the party, and the innocent members of the party must defeat the traitor in their midst before it's too late! Betrayal At House On The Hill will appeal to any game player who enjoys a fun, suspenseful, and strategic game. The game is designed for three to six people, each of whom plays one of six possible characters. It quickly builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate. With an estimated one hour playing time, Betrayal At House On The Hill is ideal for parties, family gatherings or casual fun with friends.

Card Games using a regular 4 suits, 52 card deck of regular playing cards. Learn or relax and enjoy a few hands of traditional card games like Hearts, Spades and Euchre.

Cuba is about prior to the revolution. Under turbulent circumstances, the villages of the island strive for independent wealth and influence. Who can buy and sell his products and goods on the domestic market profitably or take in the most on the trading ships? Who can send the right delegate to parliament in order to influence the government legislative process, or erect distilleries, hotels and banks at the right moment to the benefit of his village? Whoever has accumulated the most victory points at the end of the game, wins. Players earn victory points by shipping merchandise from the harbor, but also by erecting and using buildings, and by abiding by the law.

Cuba - El Presidente is the expansion to be used by 'Cuba'. An additional game board, more and different ship cards, laws, buildings, new character cards to be used with the other characters, and a whole new phenomenon: Cuba - the Arrival of the President! In their turn, players may take and play a character from the 'El Presidente' board: the worker, dancer, attorney, warden, revolutionist or musician. They all have different effects.

Gloom is a card game where you assume control of the fate of an eccentric family of misfits and misanthropes. The goal of the game is sad, but simple: you want your characters to suffer the greatest tragedies possible before passing on to the well-deserved respite of death. The player with the lowest total Family Value wins. Printed on transparent plastic cards. Multiple modifier cards can be played on top of the same character card; since the cards are transparent, elements from previously played modifier cards either show through or are obscured by those played above them. You'll immediately and easily know the worth of every character, no matter how many modifiers they have. You've got to see (through) this game to believe it!

Galaxy Trucker is a puzzle/optimization board game where you build a ship from parts and try to successfully run goods in space. You will gain access to prefabricated spaceship components cleverly made from sewer pipes. Can you build a space ship durable enough to weather storms of meteors? Armed enough to defend against pirates? Big enough to carry a large crew and valuable cargo? Fast enough to get there first? Of course you can. Become a Galaxy Trucker. It's loads of fun.

Hansa is a boardgame where players are merchants of the Hanseatic League. Players take control of the ship and buy and sell goods, establish trading posts, and sail to find new markets. The board is a very simple map of Scandinavia, with arrows from point to point restricting where the boat is able to move. The active player takes control of the boat and must pay to move to each new city where he may either buy, sell, or expand. Players want sets of goods that they can trade for victory points, but also need to expand their market presence to generate revenue.

Le Havre has a player first distribute newly supplied goods onto the offer spaces; then take an action. As an action, players may choose either to take all goods of one type from an offer space or to use one of the available buildings. Building actions allow players to upgrade goods, sell them or use them to build their own buildings and ships. Buildings are both an investment opportunity and a revenue stream, as players must pay an entry fee to use buildings that they do not own. Ships, on the other hand, are primarily used to provide the food that is needed to feed the workers.

Power Grid is about supplying the most cities with power when someone's network gains a predetermined size. Players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities. However, as plants are purchased, newer, more efficient plants become available, so by merely purchasing, you're potentially allowing others access to superior equipment. Additionally, players must acquire the raw materials (coal, oil, garbage, and uranium) needed to power said plants (except for the 'renewable' windfarm/ solar plants, which require no fuel), making it a constant struggle to upgrade your plants for maximum efficiency while still retaining enough wealth to quickly expand your network to get the cheapest routes.

Puerto Rico is a boardgame where players are plantation owners in Puerto Rico in the days when ships had sails. Growing up to five different kind of crops: Corn, Indigo, Coffee, Sugar and Tobacco, they must try to run their business more efficiently than their close competitors; growing crops and storing them efficiently, developing San Juan with useful buildings, deploying their colonists to best effect, selling crops at the right time, and most importantly, shipping their goods back to Europe for maximum benefit.. The game system lets players choose the order of the phases in each turn by allowing each player to choose a role from those remaining when it is their turn. No role can be selected twice in the same round. The player who selects the best roles to advance their position during the game will win.

Reef Encounter is about life on a coral reef! Using polyp tiles, players grow different types of corals, which they can protect from being attacked by other corals through judicious placing of their four shrimp counters. To be successful players must consume polyps from neighboring corals in order to acquire the 'consumed' polyp tiles that are the key to the game. The consumed polyp tiles have a myriad of uses (and have a similar effect to the action points in games like Tikal and Java). Most importantly they can be used to flip over or lock the coral tiles, which determine the respective values of the different types of coral at the end of the game.

Stone Age is a boardgame about struggling to survive by working as hunters, collectors, farmers, and tool makers. As you gather resources, and raise animals, you work to build the tools needed to build your civilization. Players use up to 10 tribe members each in 3 phases. The first phase players place their men in regions of the board that they think will benefit them, including the hunt, the trading center, or the quarry. In the second phase, the starting player activates each of his staffed areas in whatever sequence he chooses, followed in turn by the other players. In the third phase, players must have enough food available to feed their populations, or face losing resources or points.

Ticket to Ride can be learned in 3 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route. The elegantly simple gameplay of Ticket to Ride is the epitome of a "gateway game" -- simple enough to be taught in a few minutes, and with enough action and tension to keep new players involved and in the game for the duration.

Transamerica is a very simple railway game. Each player has a set of 5 cities strung across the US that need to be connected by rail. Players place either 1 or 2 rails each turn. The player who can make the best use of the other players' networks is generally victorious.

Werewolves of Miller's Hollow is a game that takes place in a small village which is haunted by werewolves. Each player is secretly assigned a role - Werewolf, Villager, or special character such as The Captain, The Hunter, the Witch, the Little Girl, The Seer and so on... There is also a Moderator player who controls the flow of the game. The game alternates between night and day phases. At night, the Werewolves secretly choose a Villager to kill. During the day, the Villager who was killed is revealed and is out of the game. The remaining Villagers (normal and special villagers alike) then deliberate and vote on a player they suspect is a Werewolf, helped (or hindered) by the clues the special characters add to the general deliberation. The chosen player is "lynched", reveals his/her role and is out of the game. Werewolf is a social game that requires no equipment to play, and can accommodate almost any large group of players.