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## Dodgers game last night highlights

Cool With a Capital CUnited States CapitalCapital MarketsNews Are we living in a post-truth world? Burke and John talk about investigative reporting and of course the controversial political intrigue surrounding hunter biden, texas lawsuit, and of course Betting On Zero. With guest Matt Tyrmand.Burke Koonce and John Fichthorn catch up in this video podcast and discuss Fyre Fest, faking it tilr you do it, and treasure hunt. While Bitcoin was puried for its trading behavior in March 2020, we believe it can be explained by the evolving state of Bitcoin. Our analogy is that crypto assets behave like the physical properties of liquid, solid and gas are worth observing to understand the recent trading pattern of Bitcoin.Burke Koonce and John Fichthorn catch up in this video podcast and discuss presidential elections, markets, guns, crypto, wasps and yelling fire in a movie theater. Burke Koonce and John Fichthorn catch up in this video podcast and discuss Bobullinsky’s interview last night on Tucker Carlson, censorship, and the growing sense among both conservatives and liberals that the rich and powerful continue to get away with everything. We bought Catan so our reviewer could put it to the test in her game-loving household. Keep reading for our full product review. My kids and I are gamers. Not the kind that puts on headsets and sit in front of a glowing screen. Instead, we prefer them in cardboard boxes. We have a solid stack of reliable games, but we recently wanted to try something new and turned to Catan. Published in 1995 by Klaus Teuber in Germany, Catan is the name of the fictional island where the whole game is played. It’s fun and challenging on multiple levels, and I’m not the only one who agrees: Millions of copies in over 30 languages have been sold, and in addition to many other honors, Catan won the Game of the Century Award at Gamescom in 2015. I wanted to see if this popular family board game, which is also known as The Settlers of Catan or simply Settlers, was up to the challenge of entertaining each of my five children, from ages 7 to 15. The Gran / Sarah Vanbuskirk board itself consists of 19 interchangeable hexagonal tiles, each representing different terrains: forest, field, mountain, hill and grass. Each of these terrains corresponds to a resource – timber, grain, ore, brick and wool – for players to grow their settlements. There is also a desert tile (which gives you no resources), and the number of tokens (which correspond to the numbers that are later rolled on the dice). The edge of the board consists of six thin coastal frame pieces representing the sea. There are also small wooden tokens representing houses, cities and roads that let players literally build their settlements on the board. The tiles themselves, the game cards, and all the other pieces are colorful, sleek and beautifully designed. The strategic thinking is needed to determine when and what to buy something sophisticated, giving more mature players a leg up on younger ones. The back of each hexagonal tile has the same water design as the coastal pieces. This design element allows the resource on the front of each tile to remain hidden so that the tiles can be drawn and placed randomly when the board is created at the beginning of the game. It also allows for the integration of seafarers of catan extension, where the tiles are placed upside down to form an ocean. In this version of the game, players seek to reveal resources through exploration during each tour. The game is designed for three to four players. If you have a larger group, you can either join forces as we did, or try one of many available game extensions that can accommodate up to six players. There are also many other versions of the game available, including, aptly, a Game of Thrones edition. The Spruce/Sarah Vanbuskirk It takes about five minutes to set up the board for each game and then about an hour for each match. We often play two games back to back, usually at my insistence, so I can have another (usually fleeting) chance to best my kids. The strategy and tactics components come into play during setup: Each player takes turns to place two settlements (small houses) and two roads; settlements can be placed anywhere on the board as long as there are no other settlements within one road segment. This creates a unique terrain that looks like a map for each game. When the last player places his first option, the player is given the opportunity to place his second path and solution, followed by the remaining players in reverse order. You need to strategically place your settlements in spots near a number of resources on the board. For example, if you choose a place surrounded only by hills (which gives you bricks), then you won’t be able to get the necessary resources to promote your gameplay later. Choose well and you will reap the fruits with each roll of the dice; Choose badly (or unfortunately) and you will quickly be the gang these choices. When my family plays, we try to make the tile selection process as fair as possible and distribute resources evenly as well as number tokens. Overall, we found the setup process easy and enjoyable – similar to putting together a simple puzzle with multiple moving pieces. In fact, my teenage son Charlie says that after winning, it’s his favorite part of the game. Gran / Sarah Vanbuskirk The game is when a player earns 10 points- and in our experience, it tends to be competitive until the last point is won (or stolen, depending on your perspective). Points can be racked up a variety of ways: to build houses and cities that own the longest road or the largest army and holding point-bearing development maps. Catan tends to be competitive until the last point is won (or stolen, depending on your Rolling: Each turn begins with a roll of the two dice, the sum of which will correspond to the number number on a hexagonal tile. If your settlement is adjacent to that field, you will earn the resource it represents. Settlements earn one resource map each, and cities earn two. So, for example, if you’ve placed two cities next to a mountainflr with a 5 on it, you get four ore cards each time a 5 is rolled. The game also marks the number of tokens with the likelihood that they will be rolled using one to five small dots. Five dots and a red-tinted number mean that it is one of the most likely numbers to scroll (both 8 and 6 have this designation). The least likely numbers (2 and 12) have just one dot. You will definitely want to place your settlements near tiles with higher probability numbers to win. The robber: When an amount of 7 is rolled, the player is allowed to place Robber Pawn on any tile. The robber brings death to the tile it sits on, which means that no resources can be collected there until the robber moves. It is placed or moved on the board when the next player rolls 7s, or when a knight development card (purchased by that player) is played. Additionally, when a 7 is rolled, players with more than seven resource cards in their hands have to discard half of them (rounded up). Resource collection: Resource maps show images of the coveted resources, which provide the building blocks for everything a player wants to do. This includes widening roads, building new settlements, converting settlements to cities and purchasing development maps (more on them later). My family found that the ability to earn resource cards every time the dice are rolled, even when it’s not your turn, kept everyone engaged. The only downside is that sometimes you end up in a game where you have no chance of winning and it can be less than fun. Building: Each person has a building price map that shows what combination of resources they need for each possible purchase. A road can be purchased with a tree and a brick resource map. One solution costs one each of wood, bricks, wheat and sheep. An existing settlement can become a city of two wheats and three stones. Development cards cost a wheat, a sheep and a stone. It’s good to refer to the build price map throughout the game to see what resources you need to target next in your gameplay. Trade: Players can try to trade resource cards on their trip with any other player. If both agree, then any trade is allowed. You can only initiate a trade during your trip and you must be part of the trade that takes place. Holding Development Cards: As we mentioned, players can purchase development cards using their resource map during a trip. These cards are plucked from it face down stack so you don’t know what you’re getting. There are five types of development maps: knight, road building, victory point, monopoly, and years of plenty. The knight cards (which symbolise a settlement’s military can) allow you to move the robber Work towards winning the map of the largest army two points), which means you have at least three knights and more than all the other players. A road building map gives you two free ways to place without having to use your resource cards. Victory points are what they sound like: You can turn these cards over at the end to secure your victory. A monopoly card allows you to take all resource cards of a certain type from all the other players. Say, for example, you really need ore cards, but your settlements are not located well to get them. You can flip the monopoly card in that case. Finally, the year of lots cards allows you to take two resource cards of your choice from the bank. The only downside is that sometimes you end up in a game where you have no chance of winning and it can be less than fun. Earning bonus cards: Bonus cards, each worth two points, are earned by the player who has the longest road and the largest army. Fellow players steal this honor (and the points) if they build a longer road or larger army. Fellow players steal this honor (and the points) if they build a longer road or larger army. The only downside is that sometimes you end up in a game where you have no chance of winning and it can be less than fun. Spruce/Sarah Vanbuskirk For Adults: Although I’ll pretty much try any game at least once, I’ll admit that the concept of Catan was initially off-putting to me, partly because the idea of building settlements doesn’t sound exactly exciting. Well, I was completely wrong: It turns out that Catan is an awesome, absorbing game, and vying to build the biggest settlements is as exciting as it gets. For teenagers: My oldest boy, Charlie, 14, is our most frequent family champion; he tends to win at least half the games he plays. He particularly likes the strategy element, as well as the process of setup. The only time he loses interest is when he’s in that rare game that he seems destined for a loss. Catan is an awesome, absorbing game, and vying to build the biggest settlements is as exciting as it gets. My 15-year-old daughter, Violet, maddeningly, is the next most likely to catch the 10 points needed to win. She does it in a seemingly random way, keeping her intentions close to her chest and not always following the conventional wisdom of building on high-frequency numbers. Violet enjoys the game, especially when playing with a few of her girlfriends, not so much with her hyper-competitive brothers. For tweens: My hyper-competitive 12-year-old, Hank, has a love-hate relationship with this game. When he wins, he’s a fan. If things don’t go his way, he can storm out and be lured back to the table. Tween tantrums aside, high-stakes emotion and intensity Catan evokes are part of its charm. As my family learned, every loss helps you strategize to the next match. There were a few games where we each thought we were doomed, but after sticking to it for a few laps, our prospects brightened. Catan does not want to school, but it certainly learns about the importance and consequences of for resources, odds, snowballing effect of luck (or lack thereof) on human human trade and other economic issues. The game also hone decision-making and tactical thinking. The Gran/Sarah Vanbuskirk There are so many games out there, but finding opportunities that please (and are appropriate for) each of my five children is a big consideration for me. Catan is designed for ages 10 and up. I sometimes include my littler players (my 7- and 9-year-olds) by going along with them. The strategic thinking needed to determine when and what to buy is somewhat sophisticated, giving more mature players a leg up on younger ones. Even in my case, the benefit of my extra years of experience seems to max out when my kids pass 12. Overall, we found this game to be fun for all ages and simple to understand the basics of gaming. Catan retails for about \$49. The price is somewhat steep compared to other board games, which tend to cost between \$20 and \$40. However, this is not your average game. The beautifully designed, intricate, adjustable board pieces and lovely cards, as well as the absorbing complexity of the game all warrant the higher price. Plus, this game can be played over and over again and feel forever new due to the interchangeable table and expansion options that can be purchased to create even more unique gaming experiences. Both of these games are addictive and fun and can be played over and over again. Pandemic is more reasonably priced at \$35 and is a collaborative game pitting players against the game instead of each other. It would be fun if Catan could be played together as well, with players teamed up. If I had to choose between them, I’d go with Catan, as the rules of the game are a bit more streamlined and the pace is a bit faster. Both are good options and in heavy rotation at our house. Final verdict Yes, buy it! Catan is a great, unique board game that will take over your game night lineup. Clear rules and exciting strategy options combine to make this tactical game a winner every time. Time.

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