**Carcassonne**

This is a game of risk and reward where players may end up sharing tiles, either a player can *“leach”* of other players work or another player may do the same to you. The game can be very casual to play when the rules are not fully understood with players being safe and claiming their own tiles, but as players begin to understand the rules of the game they will need to take a lot of planning into consideration as players start to play strategically and performing discrete takeovers to try to win the game. There is a large portion of luck built into this game as well as strategy, it is a nice looking game and fun to play however immersion can be broken when a player starts to take too long to take their turn, this could be avoided by adding in a timer.