R: Um, it’s spring,[T]| it’s the last few days before spring break starts.[T]| As a result, I don’t have a lot of architecture work,[E]| so me, (Friend name 1),[E]| (Friend name 2), [E]|(Friend name 3),[E]| (Friend name 4), [E]|and (Friend name 5) decide to go to (Park name),[PL]| with a (Board game name).[E]| Um, I bring my camera.[E]| We shoot a couple[PE]| of shots by the water,[E]| by the water,[R]| by the lamppost, [E]|and beside a statue of some old[PE]| dude.[E]| After a while,[PE]| we decide to just sit down on the grass,[PL]| and play (Board game name).[E]| We’re under, no…[NR] |we’re sitting by the grass[R]| and we’re, we get a direct view of the water,[E]| but also seeing the, the arch that, the one arch at (Park name),[E]| that is, that still has the Christmas lights up.[E]| Um, as the (Board game name) games starts,[T]| (Friend name 1) kind of picks a couple bad spo… [NR]|picks bad[PE]| spots right away,[E]| while, uh, well (Friend name 1) picks bad[R]| spots.[R]| Everyone else continues to play.[E]| The game takes an hour to 2.[PE]| And there’s a lot[PE]| of backstabbing, I guess, in the game.[E]| Um, (Friend name 2) stops trading with (Friend name 4),[E]| and (Friend name 4) continues to trade with (Friend name 5), while using his port.[E]| Eventually, the game comes to the point where everyone is almost about to win,[E]| but we’re all trying to prevent each other from winning,[E]| so we’re all at a stalemate, kind of.[E] |Um, the board is filled with the little[PE]| houses[E]| showing… [NR]|the board is filled with the different colored [PE]| symbols [E]| that represents cities and settlements and roads.[E]| Um, each of us are kind of scattered on the board, [E]|while some of us have created our own small[PE]| empire right outside of the board.[E] |Um, (Friend name 2) is about to win[E]| while everyone else is close, closely[PE]| behind him[E]| and trying to stop him.[E]| So no one is trading with (Friend name 2) anymore.[E]| As a result, he gets annoyed.[E]| And, but he continues to play[E]| because he…[NR]|