

# Game Night

**Where:** Virtual meeting rooms

**When:** 7th October 2020, 06.00 PM - 8.00 PM UTC

**How much:** Free

We are very excited to host the 1st MICCAI virtual game night! Join us on the evening of Wednesday, October 7th, 2020 for a fun game night! Unveil your drawing talent, be mentally ready for strategy games and lots of interaction with other participants!



We plan to arrange participants in small virtual rooms to play [Pictionary](#), [the Settlers of Catan](#), and [Codenames](#). Participation is free of charge. Do remember to join on Wednesday 7th of October at 06:00 PM!

## Pictionary

### Description:

Unveil your artistic talent by drawing and guessing.

### How to play:

When it's your turn to draw, you will have to choose a word from three options and visualize that word in 80 seconds, alternatively when somebody else is drawing you have to type your guess into the chat to gain points, be quick, the earlier you guess a word the more points you get!

## The Settlers of Catan

### Description:

Explore and settle the uncharted lands of Catan.

### How to play:

At the beginning of the game, each player places a small principality consisting of 2 settlements



and 2 roads. You will obtain resources according to the location of your settlement. During your turn you can build roads, towns and cities; trade your resources with other players or the bank; and obtain development cards from the bank. The first player to reach 10 points wins!

## Codenames

### **Description:**

Become the best spymaster of MICCAI and lead your operatives to the victory.

### **How to play:**

The two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their CODENAMES. The teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin.