

Meeples and matches

Got Board: Where Conversations, Not Notifications, Drive Evenings



Meemansa Munjal, AIS PV, XI C

Tucked into the quiet lanes of Paschim Vihar sits a rooftop that reveals little from the outside. But climb a flight of stairs and a different board unfolds - where strangers roll dice under open skies, and conversations replace screens. This is Got Board, a board-game club by Ankit Pal.

The first turn

For Pal, the idea emerged from nostalgia, not business. "My college friends and I used to play every weekend," he recalls. "Then life happened." Left with a growing collection and no players, he explored existing gaming communities but found the focus drifting toward socialising rather than gaming itself. "I wanted board gaming to be the star," he says. Hosting at home solved everything - space, logistics, and freedom. "People can come and play from a huge catalogue instead of the same old party games.

Board gamers unite

Pal never tried convincing people. "It was organic," he explains. "People get tired of

Pics: Amaira Malhotra, AIS Pushp Vihar, XII D



GT reporter with Ankit Pal



Pal poses with his board game collection



Players enraptured by thematic games

quick entertainment and start looking for something more meaningful." The terrace hosts up to thirteen players per session, typically aged between 18 and 40. Curious guests arrive, drawn by an atmosphere that feels informal and pressure-free. "Here you don't have to pretend to be anyone," he says. "Come in slippers or boots - it doesn't matter, board-games forge bonds fast."

Into cardboard worlds

With nearly 600 games collected - many acquired during COVID - Pal curates carefully. Heavy, rule-intensive games take a backseat to interactive, thematic experiences that encourage laughs and talks. His collection has it all: beginner titles like 'Azul' and 'Splendor', party games like 'Where's my hat' and 'Flip 7', mechanised Euro-games like 'CATAN' or 'Clans of Caledonia', and

games by Indian designers such as Tess. One favourite is Magical Athlete, which he describes as 'glorified Ludo' with simple mechanics and unpredictable character. Many games remain unexplored due to complex rules. "Either I teach the rules, or people come prepared to teach me," says Pal.

Growing via goodwill

The club's promotion has mostly been through word of mouth. Of course, announcements in online communities and a Google location pin were needed to attract visitors. Initially, people were hesitant about entering a stranger's house, but trust grew quickly. "I'm just doing my thing, and people keep finding it," he says. Every weekend, strangers become teammates, rivals, and eventually friends. Parth, now a weekend regular, comments how connec-

tions extend beyond gameplay - travel recommendations, shared meals, and camaraderie come naturally over time.

No stopping soon

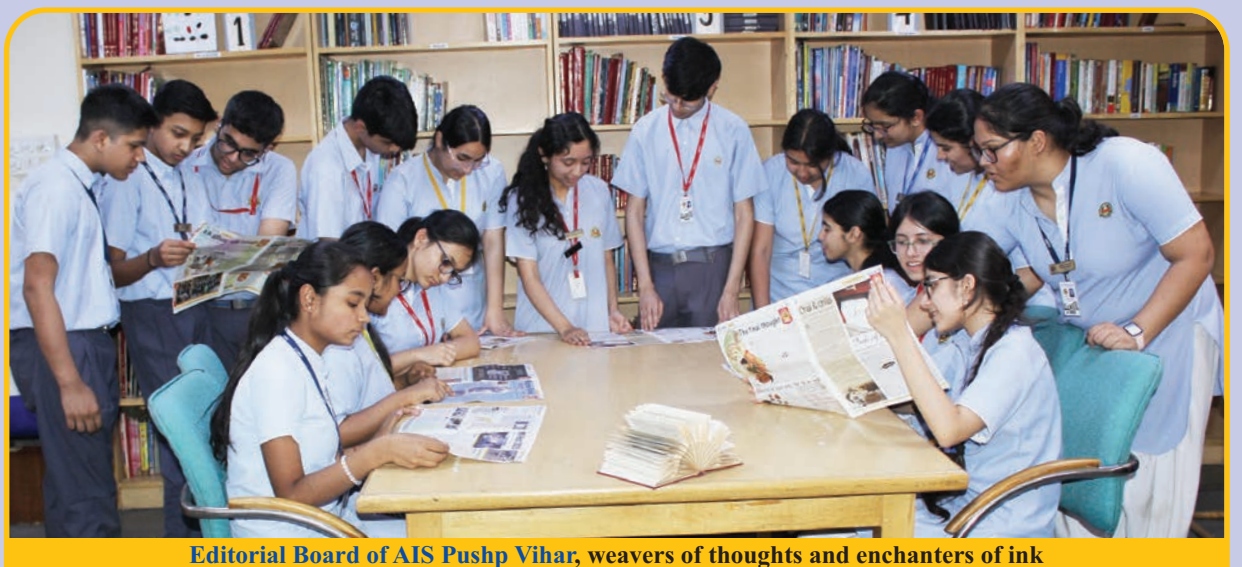
Board-gaming in Delhi, Pal believes, is quietly expanding. This niche interest now attracts people seeking 'real' social experiences. The open-air setting reflects Pal's own personality - an outdoor enthusiast and gardener. Five years from now, he hopes Got Board grows into a larger community hub - perhaps even a café - but without losing its philosophy. "It's not about profit," he says. "I want more people to come, enjoy, and feel welcome, that's the goal."

Around each table, players discover something increasingly rare: shared time and a community built one game at a time. [G.I](#)

Pics: Kairav Popli, AIS Pushp Vihar, XII E



Writers, wizards of words



Editorial Board of AIS Pushp Vihar, weavers of thoughts and enchanters of ink



Designers, crafting aesthetics



Illustrators, conjuring creativity



Editors, guardians of grammar



Photographer, wielding art

For more pictures, log on to www.facebook.com/theglobaltimesnewspaper or www.instagram.com/the_global_times