Settlers of Java

User's Manual

Setup:

Settlers of Java can be played with two to four players at a time. One player hosts the game and all other players will join that game. At the launch window, you can input a username in the textbox in the center of the window and the click on the button corresponding to either joining a game or hosting one.

In the Host window, there are two text boxes, these are for the number of players you want in your game (including the host) and the other is for the port. The port value can be set to pretty much anything above 1000. This port will need to be the same for all of the people joining as well.
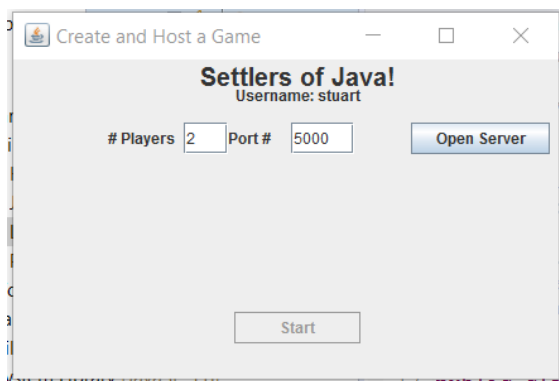
In the join window you will need to input the IP address of the host and the port that they specified. The game can be played on one to four computers, if you want to have all of the players on one computer, you should set the IP address in the joining players textboxes to 127.0.0.1 which is known as local host and will connect you to your own computer. If you are connecting to another person's computer, you will need to have them tell you their IP address and then put that in the IP address text box.


Once the number of players and port number are set properly for the host and the IP address and port number are set correct for the people joining, then, the host should press the open server button. After the server has been opened the people joining should press start, which will open the game, but not display it. At this point the start button will be enabled for the host, who can then press it, which will then initialize the game for everyone.

The Main Game:

At the beginning of the game, every player gets to set two settlements and roads on the board, and go in turns placing one of each until every player has done so. The first turn goes to the host, then after that is the next player that connected until it cycles through all players. When

the end turn button becomes enabled it is your turn to place a settlement and road. First you place a settlement by clicking on one of the corners of the hexagons that make up the game board. Once a settlement has been placed you then place a road by clicking on an edge of one of the hexagonal tiles. A road must be placed next to a settlement or city that you own, so in this initial placement your road must be attached to your settlement. In this initial step settlements can be placed anywhere you please, as long as they are not adjacent to another settlement, but after this phase, settlements can only be built at the end of roads you have built. Once both pieces have been set you need to click on the end turn button to end your turn and let the next player place their pieces.
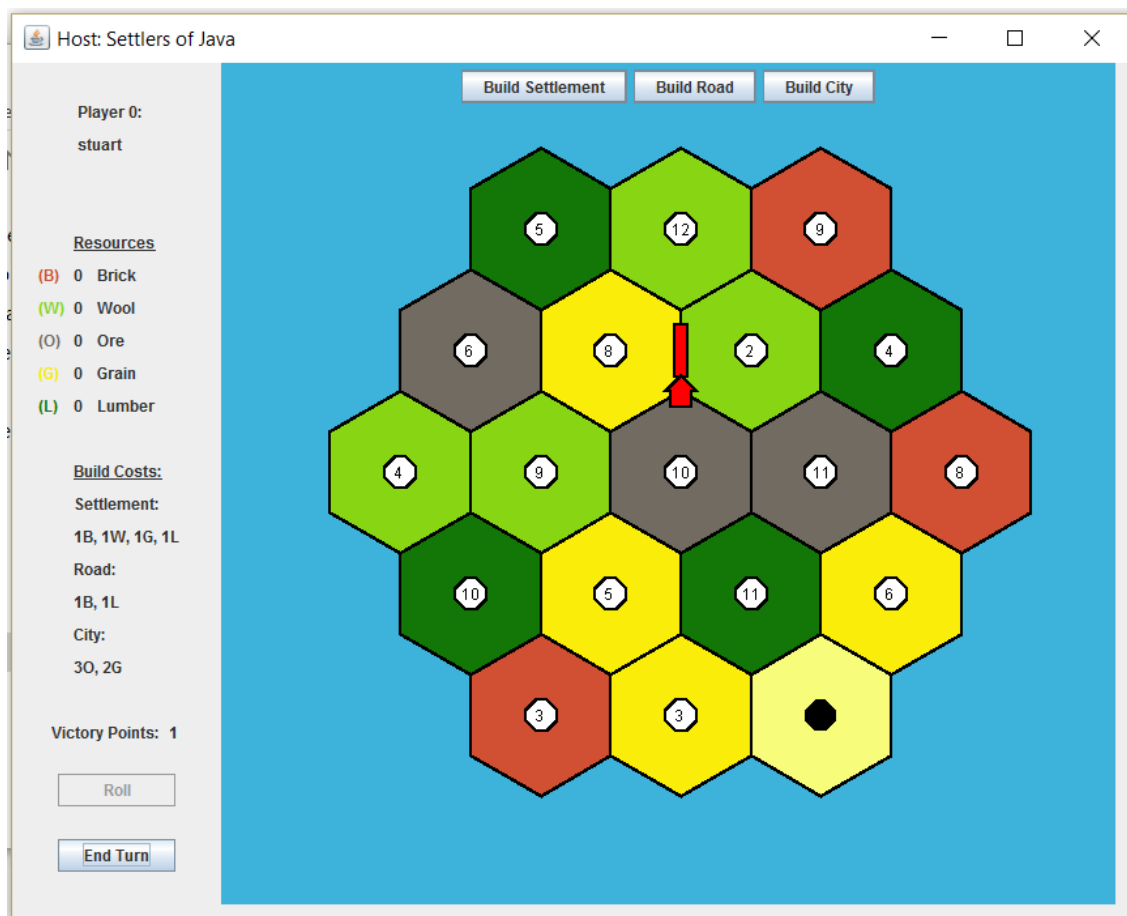
In the above picture, the host has placed their first settlement and road. The settlement is depicted by the shape of a house, while the road is a long rectangle spanning the edge of one of the hexagonal resource tiles. After everyone has placed their first two settlements and roads, the main portion of the game begins. The main part of the game consists of players rolling dice at the beginning of the turn, then building pieces after that. On each of the hexagonal tiles is a number, this correlates to the number that needs to be rolled for someone to collect resources from it. When you have a settlement on a resource tile whose number is rolled, you collect one of that resource from it. The color of the tile depicts what type or resource you get from it; you can see what colors correspond to what resources by the colored letter next to each resource on the side menu. This letter also corresponds to the letters in the build costs section that tells you how many of each resource it costs to build one of those pieces.
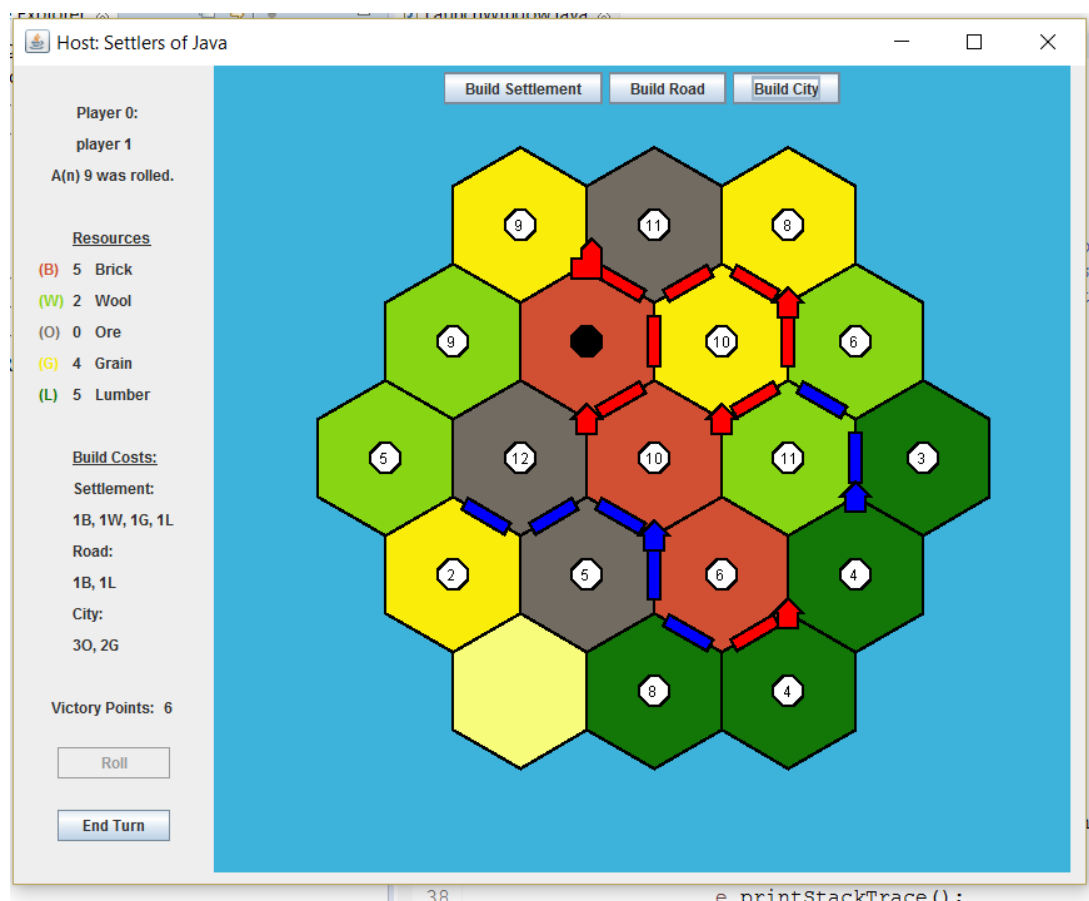
There is also a sand colored tile that is the desert tile, this resource tile has no roll number on it and produces no resources for settlements and cities placed on it. After players have rolled, you can build roads, settlements and cities depending on the amount of resources you have by clicking one of the build buttons on the board and then clicking on the spot you want to build that item. If you have the required amount of resources and clicked on a valid placement, the piece will be built there and the resources will be subtracted from the side menu. You can earn more resources from a tile by building another settlement on it, or you can upgrade a settlement into a city and that causes you to earn double resources from that spot. Cities are represented by sort of a chapel shape, and will take the place of the settlement at that spot on the board. On the desert tile at the beginning of the game is a black spot, this is the robber, and whenever a seven is rolled, it moves to a random resource tile and prevents that tile from generating any resources. Along with the robber being moved, whenever a seven is rolled, any player who has more than seven total resources loses half of their resources, picked randomly by the game. The way progress is tracked and the way you win in Settlers of Java is by Victory points. Each settlement you have built gives you one victory point, and every city you have gives you two victory points. At this point in development there is no victory implemented, but with what systems are currently in the game, a soft goal of seven was decided upon by the developers and the game can end there or continue for as long as you see fit.