**Game States**

Start Game

In this state the game requires users to place one settlement and one road for their turn, with the turns going from first to last, then last to first. State changes after the first player has placed their second settlement & road.

Regular Play Pre Roll – This is the state of the game in which the current player has not rolled their dice. They can take actions such as proposing trades, creating something rolling the dice, or playing a development card.

Regular Play Post Roll – This is the state of the game after a regular roll. They can take actions such as proposing trades, creating something, playing a development card, or ending their turn. This state changes after ending the turn to the regular play pre roll state.

Discard Phase. All players may only take the discard resource card action and only until they have seven cards or less. This state changes when no more players can discard these cards to thief move.

Thief Move – This is the state of the game after the discard phase or a knight is rolled. This is the state of the game when the thief can be moved. The player whose turn it is can only take the action to move the thief to a hexagon.

Thief Steal – The player choses a target to steal from. If none are available, we go to Regular Play Post Roll.

Steal Target - The player whose turn it is choses one of the players who has a settlement on that tile to steal from. They can’t steal from themselves, nobody, or a player who has no cards. If there are 0 steal targets, the state changes to post roll. If there is only one valid target, that target is automatically selected and the state changes to post roll.

Game Ended – This is the final state of the game, it is over, and a player has won. Therefore, no actions are allowed.

**Development Card States**

Road Building

Monopoly

Year if plenty