

# Sailors of Catan

by Ian Vachuska



## GUI

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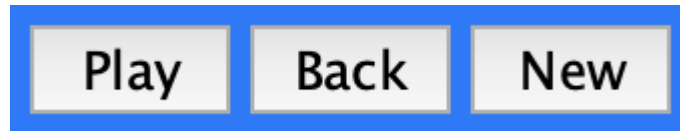
[Board Type: Seafarers Board Size: Small \(3-4\)](#)

[Board Type: Seafarers Board Size: Large \(5-6\)](#)

[Board Type: Fog Island Board Size: Large \(5-6\)](#)

# GUI

## Northern Control Panel



Play - hides the control panel on the right side.

Back - displays the previous board to the frame.

New - adds a new board to the frame.

## Game Model Panel



Small - disables the 5-6 player extension for new boards.

Large - enables the 5-6 player extension for new boards.

Standard - the Standard board with no expansions.

Seafarers - the standard Seafarers board.

Fog Island - the Fog Island board from the Seafarers expansion.

## Modifier Panel



Debug - Enables the debug mode for the board's display. (hotkey 'd')

Random - When checked the any new board created in **Random** mode (hotkey 'r')

When a board is created in **Random** mode. All hexes are placed face up, and all board pieces are initialized randomly. This has minimal effect on standard boards.

### Hex Reshuffling Panel

**Hex:**

**Reshuffle Resources**

**Reshuffle Numbers**

**Reshuffle Both**

**Reshuffle Unflipped**

Reshuffle Resources - reshuffles only the hexes' resources.

Reshuffle Numbers - reshuffles only the hexes' number tokens.

Reshuffle Both - reshuffles the hexes' resources and number tokens.

Reshuffle Unflipped - reshuffles the face down hexes' resources and number tokens.

### Port Reshuffling Panel

**Port:**

**Reshuffle**

**Replace**

**Fix**

**Show**

Reshuffle - reshuffles the port's resources.

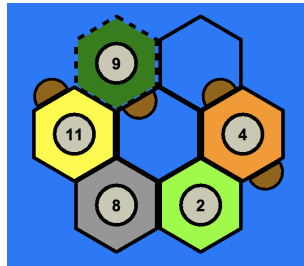
Replace - reshuffles the location of the ports.

Fix - resets the ports. This is useful when manually editing the board and a port is left floating in the ocean.

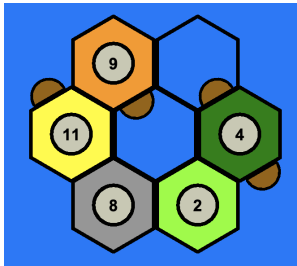
Show/Hide - shows/hides the port's type.

## Tile Swapping:

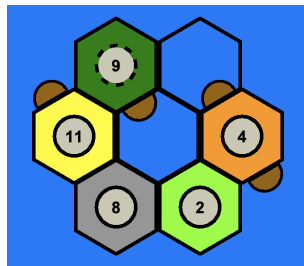
The hex, port, and number tiles are all selectable. Tiles of the same type can be swapped with each other by selecting the two tiles you would like to swap. Selecting a tile twice will deselect the tile. If the selected tile is a desert/ocean hex selecting it twice will swap the desert with ocean (or ocean with desert). Ports can be swapped with one another, or be moved to any coastal location



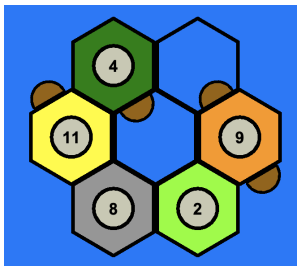
Hex selection



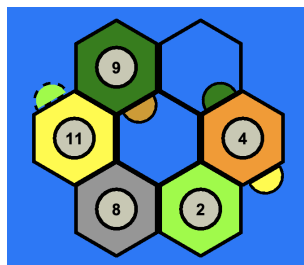
Swap hexes



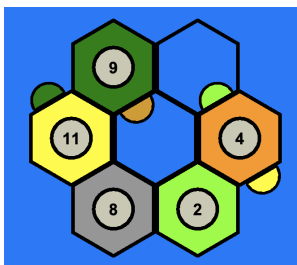
Token selection



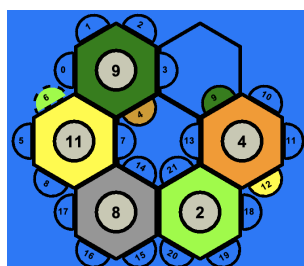
Swap tokens



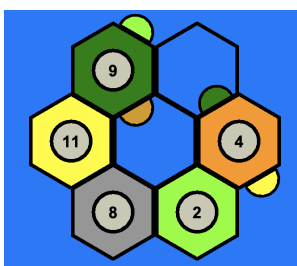
Port selection



Swap ports



Possible port locations



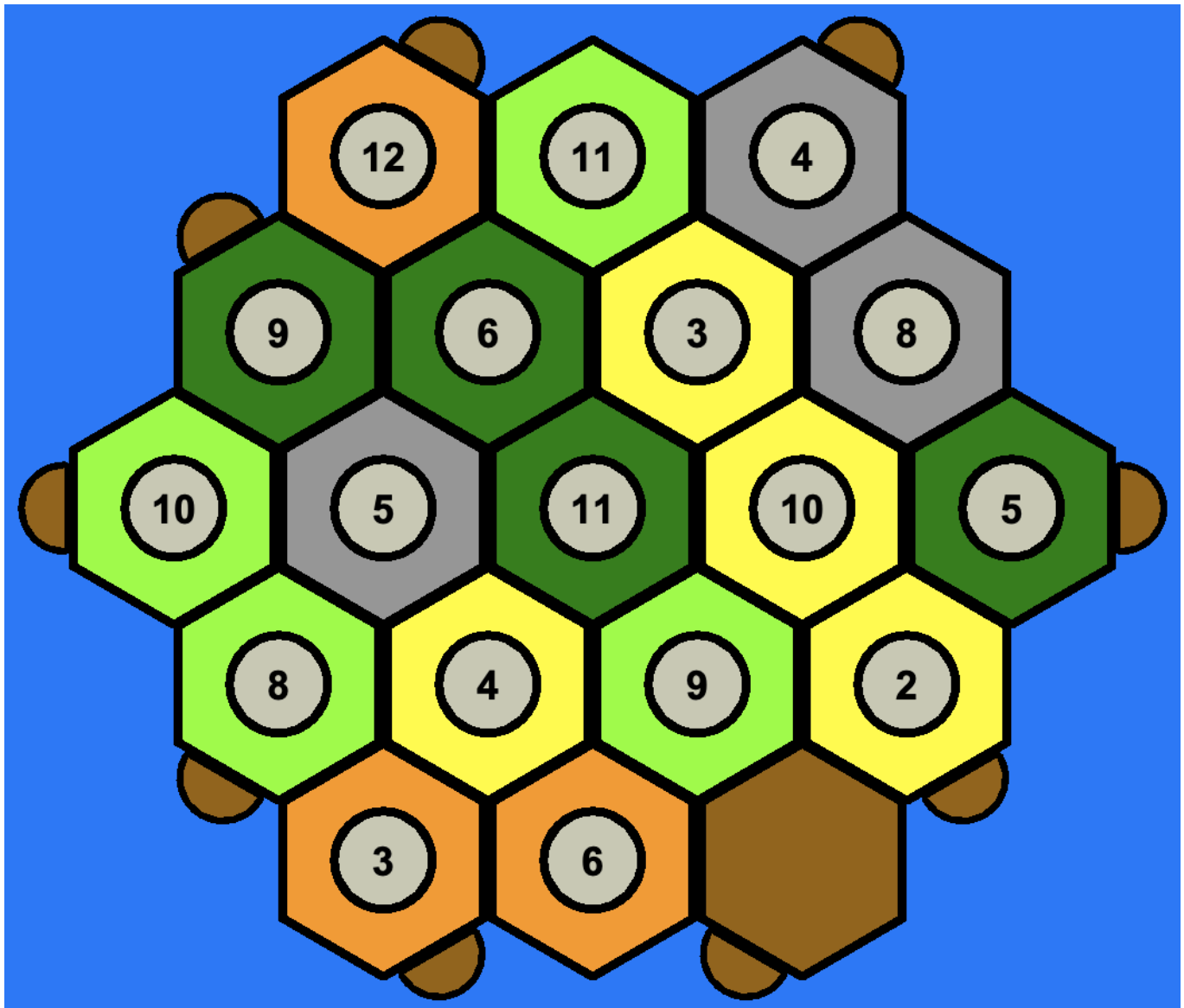
Move port

## Game Boards

The type and size gamemode options dictate the structure of the board and how many hex, port and token tiles will be present in the game.

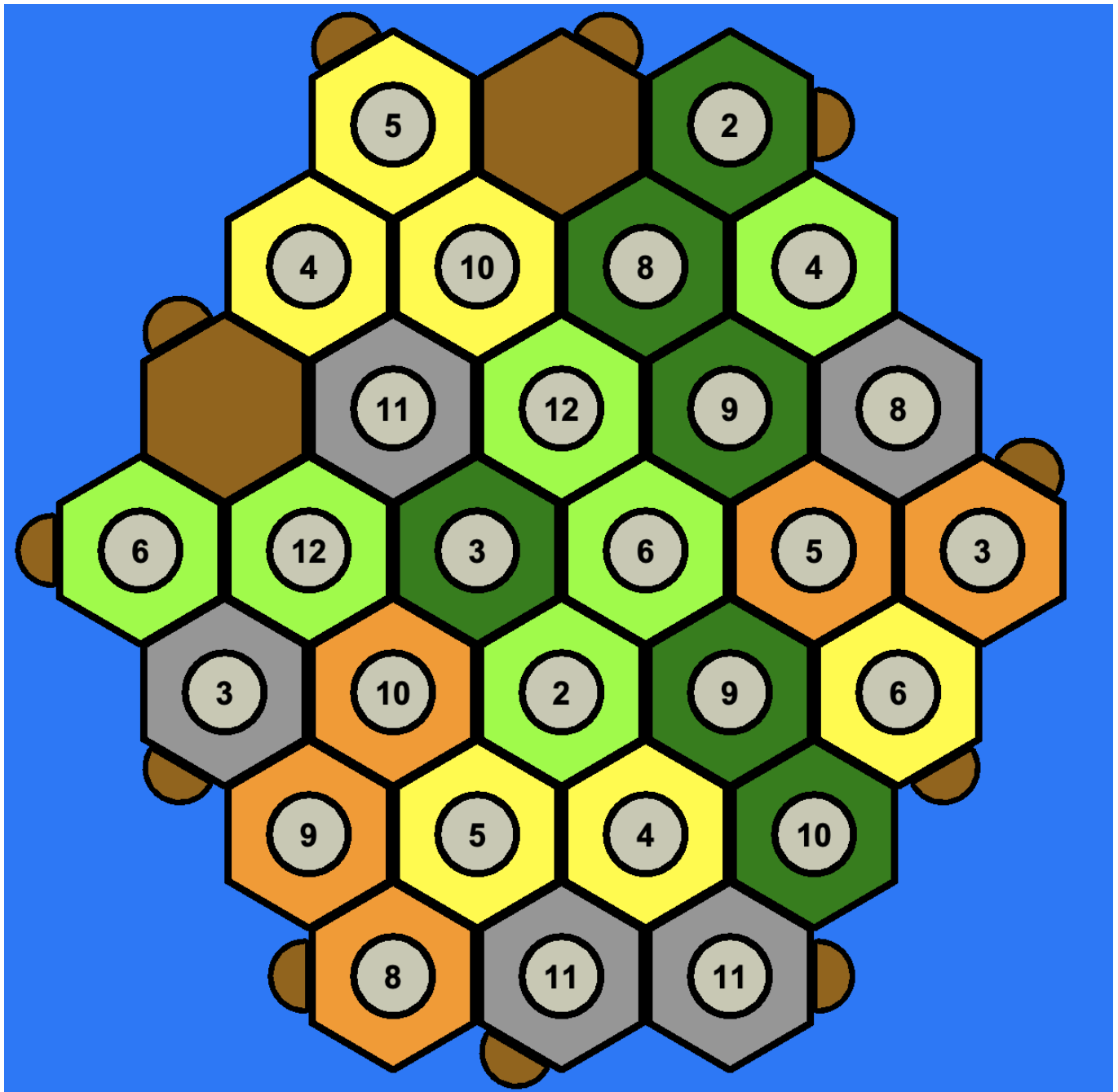
Board Type: **Standard**

Board Size: **Small** (3-4)



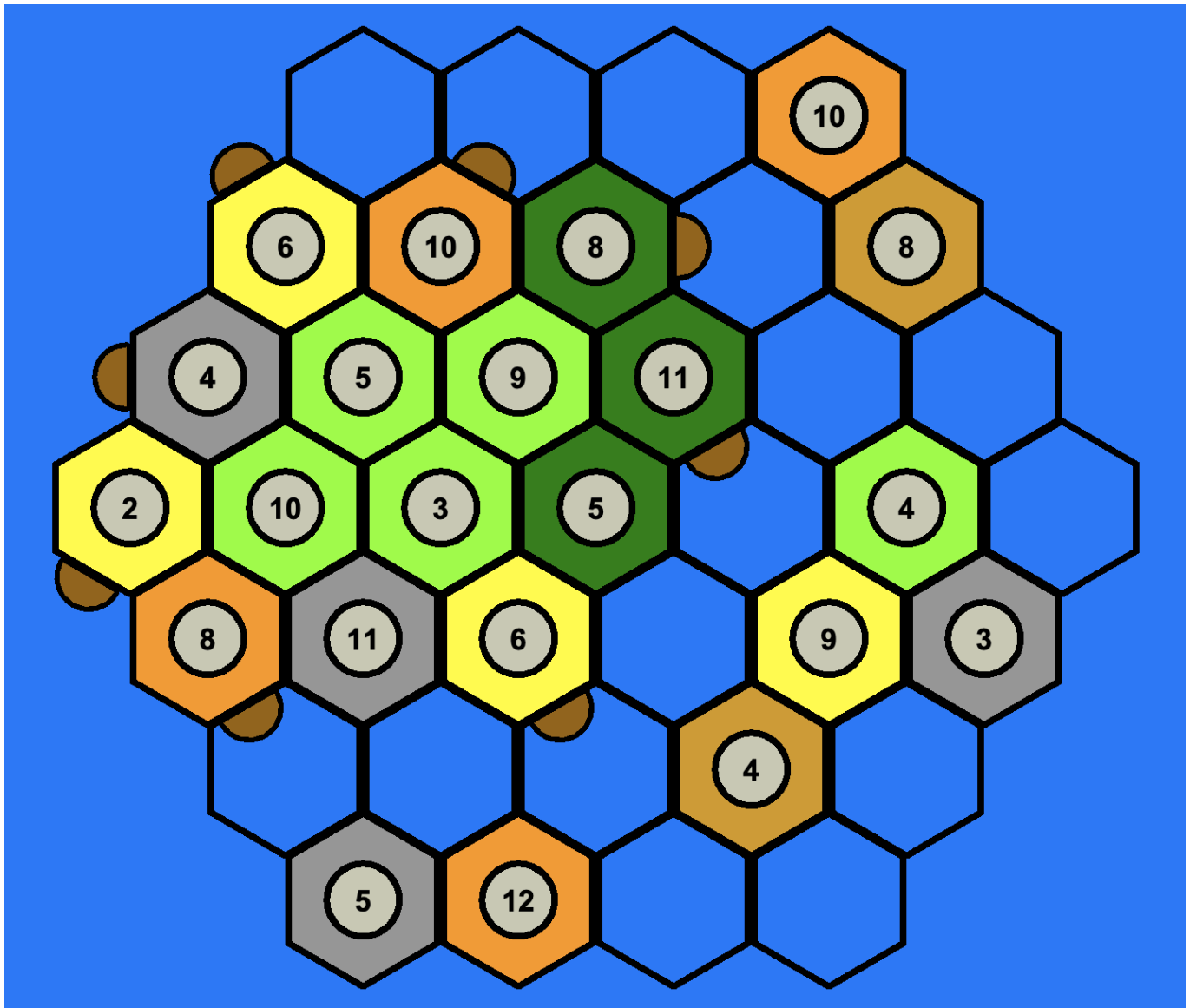
Board Type: **Standard**

Board Size: **Large** (5-6)



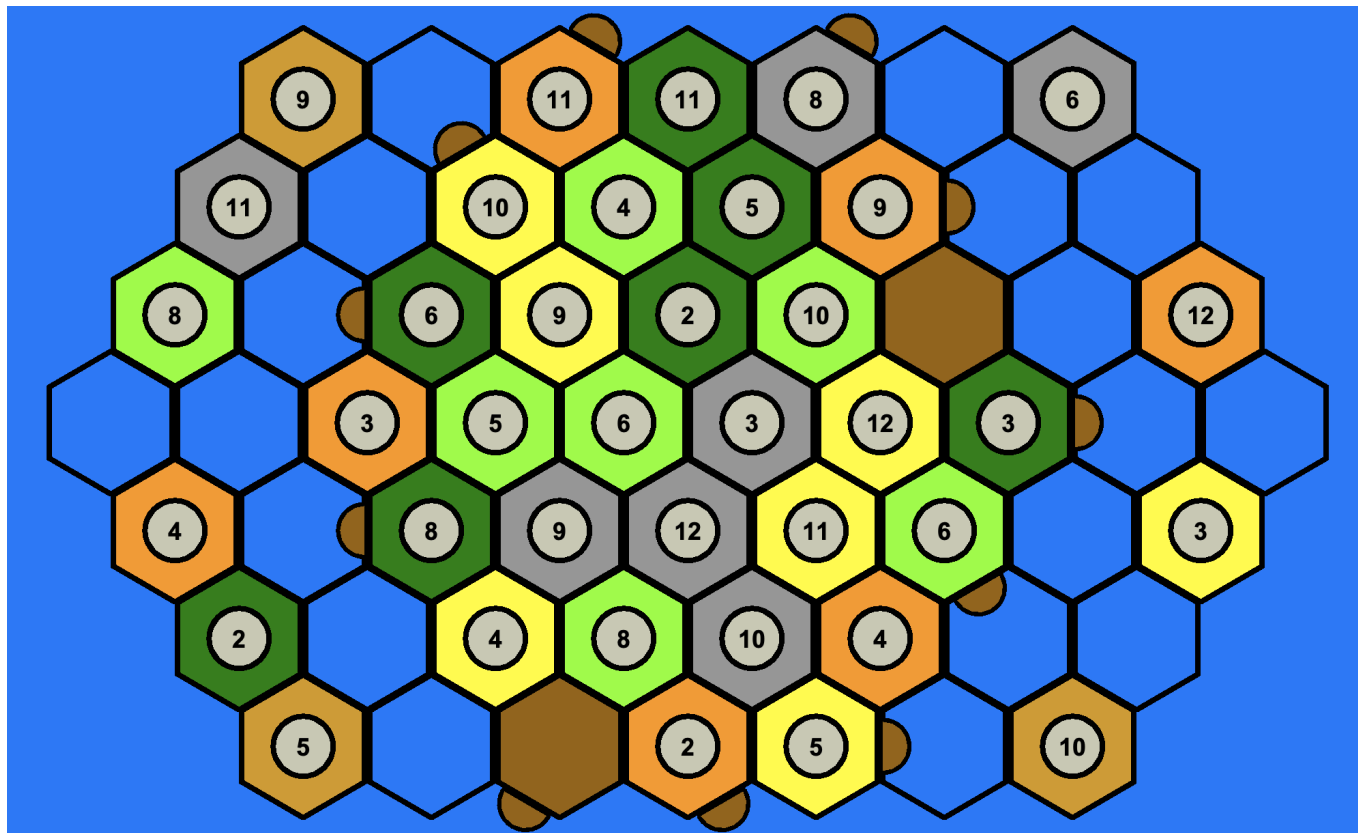
Board Type: **Seafarers**

Board Size: **Small** (3-4)

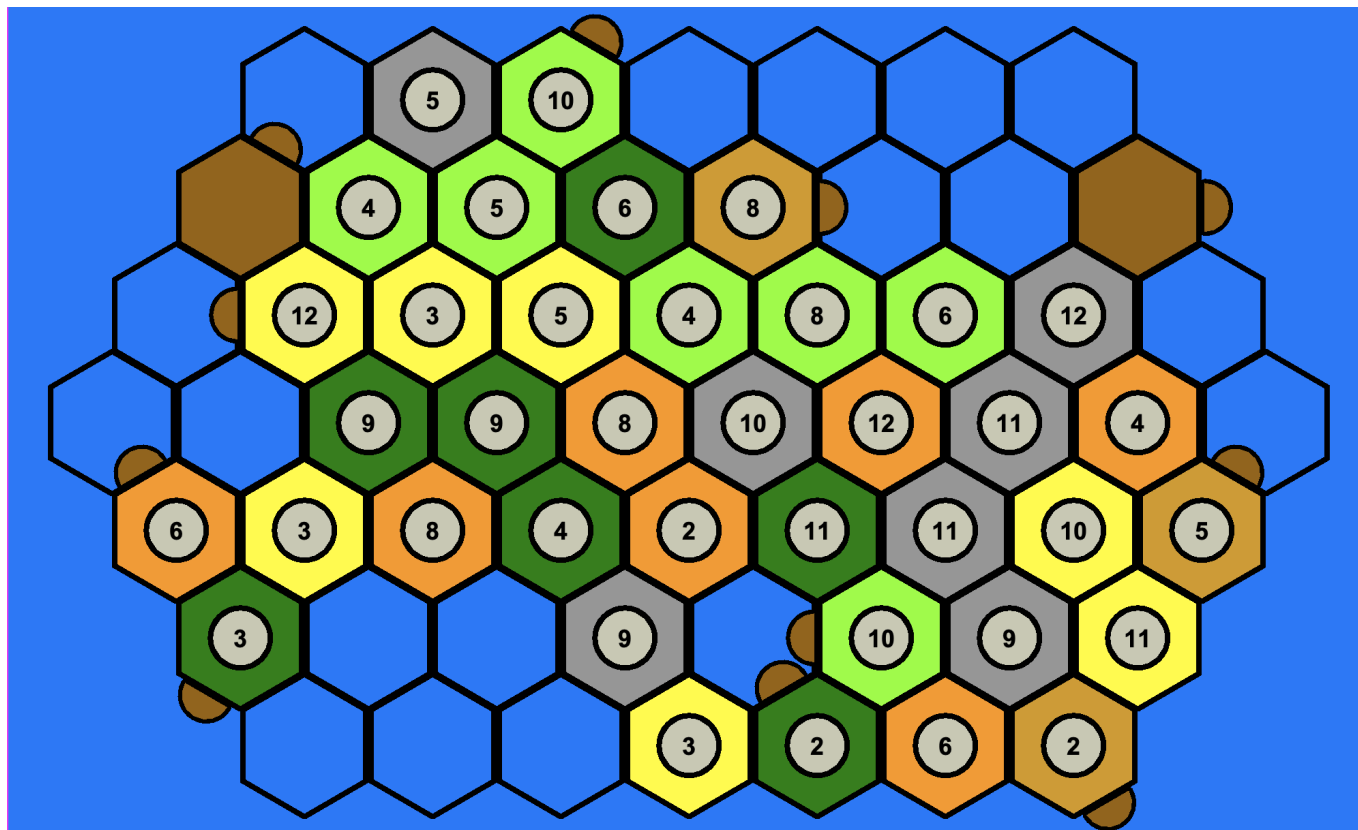


Board Type: *Seafarers*

Board Size: *Large* (5-6)



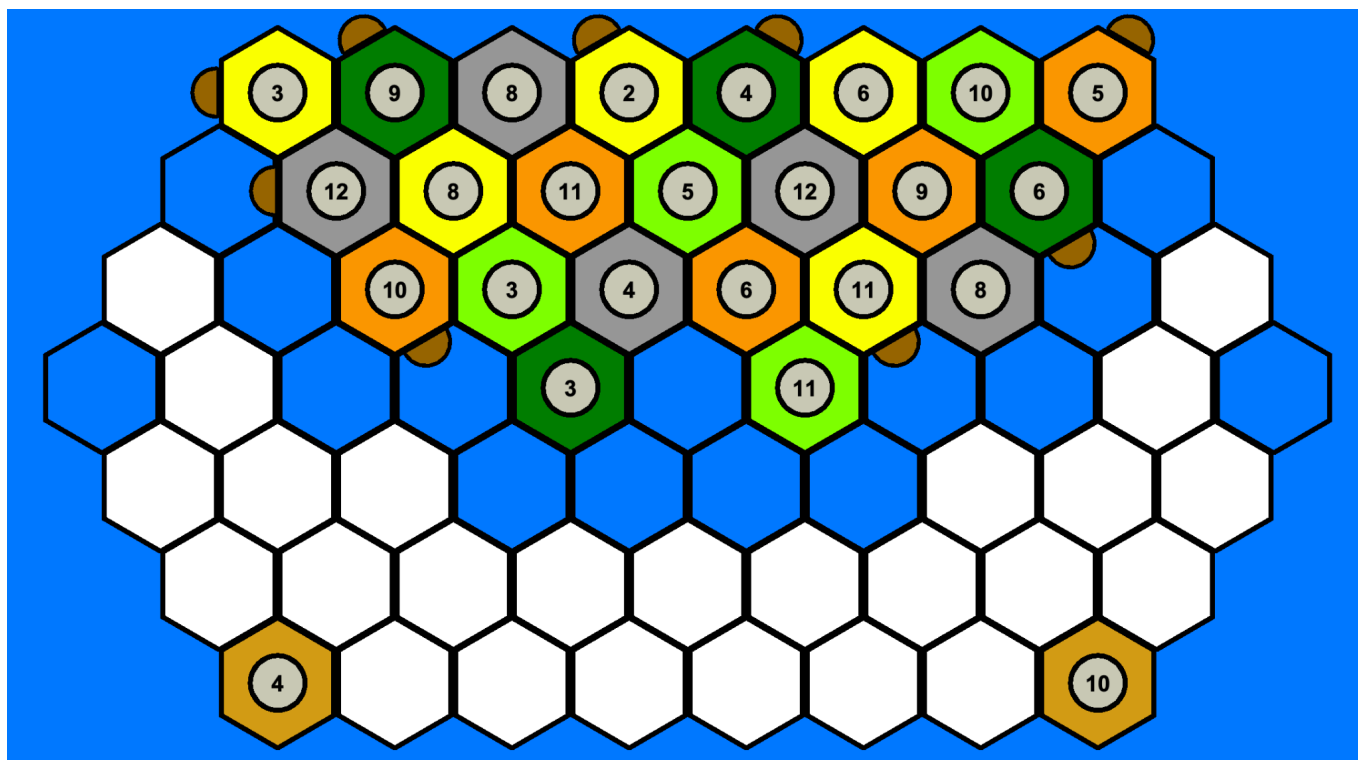
Large Seafarers board with *Random* mode enabled





Board Type: *Fog Island*

Board Size: *Large* (5-6)



Large Fog Island board with *Random* mode enabled

