latecheckout is the starting player

Move 2 :8:02:58 PM

latecheckout places a settlement

Move 3 :8:03:05 PM

latecheckout places a road

Move 4 :8:04:25 PM

Siddddd108 places a settlement

Move 5 :8:04:29 PM

Siddddd108 places a road

Move 6 :8:04:34 PM

BlessedAndHoly places a settlement

Move 7 :8:04:39 PM

BlessedAndHoly places a road

Move 8 :8:04:48 PM

BlessedAndHoly places a city

BlessedAndHoly gets lumber:2,ore:1

Move 9 :8:04:53 PM

BlessedAndHoly places a road

Move 10 :8:05:46 PM

Siddddd108 places a city

Siddddd108 gets lumber,wool,grain

Move 11 :8:05:50 PM

Siddddd108 places a road

Move 12 :8:06:52 PM

latecheckout places a city

latecheckout gets lumber:2,ore:1

Move 13 :8:06:59 PM

latecheckout places a road

Move 14 :8:07:03 PM

latecheckout rolls dice: 6,5,Trade

latecheckout gets nothing

Siddddd108 gets nothing

BlessedAndHoly gets grain,ore,coin

Move 15 :8:07:17 PM

latecheckout passes

Move 16 :8:07:20 PM

Siddddd108 rolls dice: 5,5,Barbarians

Barbarians move one step further

Siddddd108 gets nothing

BlessedAndHoly gets nothing

latecheckout gets lumber,brick,paper

Move 17 :8:07:40 PM

Siddddd108 passes

Move 18 :8:07:42 PM

BlessedAndHoly rolls dice: 3,1,Trade

BlessedAndHoly gets lumber,paper

latecheckout gets nothing

Siddddd108 gets lumber

Move 19 :8:07:52 PM

BlessedAndHoly build a Abbey and improves its science level to 1

Move 20 :8:07:58 PM

BlessedAndHoly raises a trade offer: ore → wool

Move 21 :8:08:04 PM

Siddddd108 rejects this offer

Move 22 :8:08:05 PM

BlessedAndHoly cancels the trade

Move 23 :8:08:08 PM

BlessedAndHoly build a Town Hall and improves its politics level to 1

Move 24 :8:08:13 PM

BlessedAndHoly passes

Move 25 :8:08:17 PM

latecheckout rolls dice: 4,5,Politics

latecheckout gets ore

Siddddd108 gets wool,ore,cloth

BlessedAndHoly gets nothing

Move 26 :8:08:26 PM

latecheckout build a Abbey and improves its science level to 1

Move 27 :8:08:50 PM

latecheckout builds a road for lumber,brick

Move 28 :8:08:55 PM

latecheckout passes

Move 29 :8:08:56 PM

Siddddd108 rolls dice: 6,5,Barbarians

Barbarians move one step further

Siddddd108 gets nothing

BlessedAndHoly gets grain,ore,coin

latecheckout gets nothing

Move 30 :8:09:03 PM

Siddddd108 hires a knight for wool,ore

Move 31 :8:09:05 PM

Siddddd108 build a Market and improves its trade level to 1

Move 32 :8:09:09 PM

Siddddd108 activates a knight for grain

Move 33 :8:09:14 PM

Siddddd108 passes

Move 34 :8:09:16 PM

You get a Merchant card

BlessedAndHoly rolls dice: 1,1,Trade

Siddddd108 draws a progress card in the Trade deck

BlessedAndHoly gets nothing

latecheckout gets nothing

Siddddd108 gets lumber,paper

Move 35 :8:09:24 PM

BlessedAndHoly upgrades a settlement to a city for grain:2,ore:3

Move 36 :8:09:34 PM

BlessedAndHoly raises a trade offer: lumber → wool

Move 37 :8:09:35 PM

Siddddd108 rejects this offer

Move 38 :8:09:38 PM

latecheckout rejects this offer

Move 39 :8:09:38 PM

BlessedAndHoly cancels the trade

Move 40 :8:09:42 PM

BlessedAndHoly passes

Move 41 :8:09:45 PM

latecheckout rolls dice: 3,2,Barbarians

Barbarians move one step further

latecheckout gets nothing

Siddddd108 gets brick

BlessedAndHoly gets nothing

Move 42 :8:09:53 PM

latecheckout passes

Move 43 :8:09:55 PM

Siddddd108 rolls dice: 4,6,Barbarians

Barbarians move one step further

Siddddd108 gets nothing

BlessedAndHoly gets nothing

latecheckout gets lumber,brick,paper

Move 44 :8:10:01 PM

Siddddd108 builds a road for lumber,brick

Move 45 :8:10:05 PM

Siddddd108 build a Abbey and improves its science level to 1

Move 46 :8:10:08 PM

Siddddd108 passes

Move 47 :8:10:11 PM

BlessedAndHoly rolls dice: 5,3,Barbarians

Barbarians move one step further

BlessedAndHoly gets lumber,paper

latecheckout gets lumber,grain,paper

Siddddd108 gets grain:2

Move 48 :8:10:38 PM

BlessedAndHoly raises a trade offer: lumber:4 → cloth

Move 49 :8:10:40 PM

Siddddd108 rejects this offer

Move 50 :8:10:44 PM

latecheckout rejects this offer

Move 51 :8:10:56 PM

BlessedAndHoly cancels the trade

Move 52 :8:11:00 PM

BlessedAndHoly passes

Move 53 :8:11:04 PM

latecheckout rolls dice: 6,2,Politics

latecheckout gets lumber,grain,paper

Siddddd108 gets grain:2

BlessedAndHoly gets lumber,paper

Move 54 :8:11:10 PM

latecheckout build a Library and improves its science level to 2

Move 55 :8:11:21 PM

latecheckout uses maritime trade: lumber:4 → wool

Move 56 :8:11:33 PM

latecheckout builds a settlement for lumber,brick,wool,grain

Move 57 :8:11:38 PM

latecheckout passes

Move 58 :8:11:39 PM

Siddddd108 rolls dice: 3,4,Politics

Robber is activated

Move 59 :8:11:48 PM

BlessedAndHoly discards lumber:4

Robber won't move as Barbarians didn't reach Catan yet

Move 60 :8:11:56 PM

Siddddd108 plays Merchant

Move 61 :8:12:01 PM

Siddddd108 moves the merchant to a new tile

Move 62 :8:12:05 PM

Siddddd108 uses maritime trade: grain:2 → brick

Move 63 :8:12:11 PM

Siddddd108 builds a settlement for lumber,brick,wool,grain

Move 64 :8:12:14 PM

Siddddd108 passes

Move 65 :8:12:16 PM

BlessedAndHoly rolls dice: 4,2,Politics

BlessedAndHoly gets grain:2

latecheckout gets nothing

Siddddd108 gets nothing

Move 66 :8:12:25 PM

BlessedAndHoly build a Library and improves its science level to 2

Move 67 :8:12:33 PM

BlessedAndHoly passes

Move 68 :8:12:35 PM

latecheckout rolls dice: 5,1,Science

latecheckout gets nothing

Siddddd108 gets nothing

BlessedAndHoly gets grain:2

Move 69 :8:12:45 PM

latecheckout passes

Move 70 :8:12:47 PM

Siddddd108 rolls dice: 6,3,Barbarians

Barbarians move one step further

Siddddd108 gets wool:2,ore:1,cloth:1

BlessedAndHoly gets nothing

latecheckout gets wool:1,ore:2

Move 71 :8:13:02 PM

Siddddd108 passes

Move 72 :8:13:04 PM

You get a Deserter card

BlessedAndHoly rolls dice: 2,5,Politics

BlessedAndHoly draws a progress card in the Politics deck

Robber is activated

Robber won't move as Barbarians didn't reach Catan yet

Move 73 :8:13:15 PM

BlessedAndHoly plays Deserter

Move 74 :8:13:26 PM

Siddddd108's knight has been removed from the board

Move 75 :8:13:30 PM

BlessedAndHoly hires a knight for

Move 76 :8:13:38 PM

BlessedAndHoly passes

Move 77 :8:13:42 PM

latecheckout rolls dice: 1,4,Barbarians

Barbarians move one step further

Barbarians attack, win the battle and Pillage Catan with a strength of 4 against a defense of 1

latecheckout defended Catan with a strength of 0

Siddddd108 defended Catan with a strength of 0

BlessedAndHoly defended Catan with a strength of 1

Barbarians move back to original spot

Siddddd108's only city has been pillaged

latecheckout's only city has been pillaged

Knight is now inactive

All knights are deactivated

latecheckout gets nothing

Siddddd108 gets brick:2

BlessedAndHoly gets nothing

Move 78 :8:14:11 PM

latecheckout passes

Move 79 :8:14:12 PM

Siddddd108 rolls dice: 2,2,Barbarians

Barbarians move one step further

Siddddd108 gets lumber,wool

BlessedAndHoly gets lumber,paper

latecheckout gets nothing

Move 80 :8:14:19 PM

Siddddd108 builds a road for lumber,brick

Move 81 :8:14:23 PM

Siddddd108 builds a settlement for lumber,brick,wool,grain

Move 82 :8:14:28 PM

Siddddd108 hires a knight for wool,ore

Move 83 :8:14:31 PM

Siddddd108 passes

Move 84 :8:14:34 PM

BlessedAndHoly rolls dice: 2,6,Barbarians

Barbarians move one step further

BlessedAndHoly gets lumber,paper

latecheckout gets lumber,grain

Siddddd108 gets grain

Move 85 :8:14:44 PM

BlessedAndHoly raises a trade offer: grain → brick

Move 86 :8:14:47 PM

Siddddd108 rejects this offer

Move 87 :8:14:48 PM

latecheckout rejects this offer

Move 88 :8:14:50 PM

BlessedAndHoly cancels the trade

Move 89 :8:14:55 PM

BlessedAndHoly activates a knight for grain

Move 90 :8:15:01 PM

BlessedAndHoly passes

Move 91 :8:15:03 PM

You get a Resource Monopoly card

latecheckout rolls dice: 2,5,Trade

Siddddd108 draws a progress card in the Trade deck

Robber is activated

Move 93 :8:15:18 PM

BlessedAndHoly discards lumber:3,grain:1

latecheckout discards lumber,wool,ore,paper

Move 94 :8:16:00 PM

You get cloth

You lose cloth

latecheckout moves the Robber

latecheckout steals from Siddddd108

Move 95 :8:16:11 PM

latecheckout upgrades a settlement to a city for grain:2,ore:3

Move 96 :8:16:17 PM

latecheckout build a Market and improves its trade level to 1

Move 97 :8:16:22 PM

latecheckout passes

Move 98 :8:16:24 PM

You get a Master Merchant card

You get a Merchant card

Siddddd108 rolls dice: 1,5,Trade

Siddddd108 draws a progress card in the Trade deck

latecheckout draws a progress card in the Trade deck

Siddddd108 gets nothing

BlessedAndHoly gets grain:2

latecheckout gets nothing

Move 99 :8:16:36 PM

Siddddd108 passes

Move 100 :8:16:39 PM

BlessedAndHoly rolls dice: 3,6,Trade

BlessedAndHoly gets nothing

latecheckout gets wool:1,ore:2

Siddddd108 gets wool:2,ore:1

Move 101 :8:16:50 PM

BlessedAndHoly raises a trade offer: grain → ore

Move 102 :8:16:54 PM

BlessedAndHoly cancels the trade

Move 103 :8:17:02 PM

BlessedAndHoly uses maritime trade: grain:4 → paper

Move 104 :8:17:08 PM

BlessedAndHoly build a Aqueduct and improves its science level to 3

Move 105 :8:17:13 PM

BlessedAndHoly passes

Move 106 :8:17:15 PM

latecheckout rolls dice: 4,5,Politics

latecheckout gets wool:1,ore:2

Siddddd108 gets wool:2,ore:1

BlessedAndHoly gets nothing

Move 107 :8:17:23 PM

BlessedAndHoly gets brick from Aqueduct

Move 108 :8:17:29 PM

latecheckout plays Merchant

Move 109 :8:17:34 PM

latecheckout moves the merchant to a new tile

Move 110 :8:17:42 PM

latecheckout uses maritime trade: ore:2 → grain

Move 111 :8:17:48 PM

latecheckout hires a knight for wool,ore

Move 112 :8:17:54 PM

latecheckout activates a knight for grain

Move 113 :8:18:01 PM

latecheckout passes

Move 114 :8:18:03 PM

Siddddd108 rolls dice: 6,6,Science

Siddddd108 gets nothing

BlessedAndHoly gets nothing

latecheckout gets grain

Move 115 :8:18:16 PM

BlessedAndHoly gets wool from Aqueduct

Move 116 :8:18:41 PM

Siddddd108 raises a trade offer: grain → ore

Move 117 :8:18:44 PM

BlessedAndHoly rejects this offer

Move 118 :8:18:46 PM

latecheckout rejects this offer

Move 119 :8:18:50 PM

Siddddd108 changes their trade offer: ore → grain

Move 120 :8:18:53 PM

BlessedAndHoly rejects this offer

Move 121 :8:18:57 PM

latecheckout rejects this offer

Move 122 :8:18:58 PM

Siddddd108 cancels the trade

Move 123 :8:19:12 PM

Siddddd108 plays Resource Monopoly

Move 124 :8:19:22 PM

You get grain

You lose grain

Resource Monopoly: Siddddd108 steals resources from latecheckout

Resource Monopoly: Siddddd108 asked for grain but BlessedAndHoly doesn't have any.

Move 125 :8:19:27 PM

Siddddd108 uses maritime trade: wool:3 → ore

Move 126 :8:19:33 PM

Siddddd108 upgrades a settlement to a city for grain:2,ore:3

Move 127 :8:19:38 PM

Siddddd108 passes

Move 128 :8:19:39 PM

You get a Mining card

You get a Road Building card

You get a Crane card

BlessedAndHoly rolls dice: 1,4,Science

BlessedAndHoly draws a progress card in the Science deck

latecheckout draws a progress card in the Science deck

Siddddd108 draws a progress card in the Science deck

BlessedAndHoly gets nothing

latecheckout gets nothing

Siddddd108 gets brick:2

Move 129 :8:19:53 PM

BlessedAndHoly gets ore from Aqueduct

Move 130 :8:19:57 PM

BlessedAndHoly hires a knight for wool,ore

Move 131 :8:20:06 PM

BlessedAndHoly passes

Move 132 :8:20:08 PM

latecheckout rolls dice: 4,5,Barbarians

Barbarians move one step further

latecheckout gets wool:1,ore:2

Siddddd108 gets wool:2,ore:1,cloth:1

BlessedAndHoly gets nothing

Move 133 :8:20:17 PM

BlessedAndHoly gets grain from Aqueduct

Move 134 :8:20:36 PM

latecheckout passes

Move 135 :8:20:38 PM

Siddddd108 rolls dice: 4,3,Trade

Robber is activated

Move 136 :8:20:44 PM

Siddddd108 discards brick:1,wool:3

Move 137 :8:20:48 PM

Siddddd108 moves the Robber

Move 138 :8:20:51 PM

You get wool

You lose wool

Siddddd108 steals from latecheckout

Move 139 :8:20:58 PM

Siddddd108 plays Crane

Move 140 :8:21:06 PM

Siddddd108 build a Town Hall and improves its politics level to 1

Move 141 :8:21:10 PM

Siddddd108 hires a knight for wool,ore

Move 142 :8:21:14 PM

Siddddd108 passes

Move 143 :8:21:16 PM

BlessedAndHoly rolls dice: 1,4,Barbarians

Barbarians move one step further

BlessedAndHoly gets nothing

latecheckout gets nothing

Siddddd108 gets brick:3

Move 144 :8:21:28 PM

BlessedAndHoly gets lumber from Aqueduct

Move 145 :8:21:35 PM

BlessedAndHoly activates a knight for grain

Move 146 :8:21:41 PM

BlessedAndHoly builds a road for lumber,brick

Move 147 :8:21:48 PM

BlessedAndHoly passes

Move 148 :8:21:51 PM

latecheckout rolls dice: 6,6,Trade

latecheckout gets grain

Siddddd108 gets nothing

BlessedAndHoly gets nothing

Move 149 :8:22:01 PM

BlessedAndHoly gets brick from Aqueduct

Move 150 :8:22:07 PM

latecheckout passes

Move 151 :8:22:09 PM

You get a Alchemist card

Siddddd108 rolls dice: 4,4,Science

BlessedAndHoly draws a progress card in the Science deck

Siddddd108 gets grain:2

BlessedAndHoly gets nothing

latecheckout gets grain

Move 152 :8:22:24 PM

BlessedAndHoly gets wool from Aqueduct

Move 153 :8:22:27 PM

Siddddd108 places a city wall for brick:2

Move 154 :8:22:31 PM

Siddddd108 activates a knight for grain

Move 155 :8:22:36 PM

Siddddd108 activates a knight for grain

Move 156 :8:22:40 PM

Siddddd108 passes

Move 157 :8:22:50 PM

BlessedAndHoly plays Alchemist

Move 158 :8:23:02 PM

Alchemist: BlessedAndHoly chose the next dice throw

Move 159 :8:23:06 PM

BlessedAndHoly rolls dice: 1,2,Barbarians

Barbarians move one step further

BlessedAndHoly gets wool,cloth

latecheckout gets ore,coin

Siddddd108 gets nothing

Move 160 :8:23:15 PM

BlessedAndHoly build a Market and improves its trade level to 1

Move 161 :8:23:22 PM

You get ore:2

BlessedAndHoly plays Mining

Mining: BlessedAndHoly got ore:2

Move 162 :8:23:31 PM

BlessedAndHoly promotes a knight for wool,ore

Move 163 :8:23:48 PM

BlessedAndHoly chases away the robber

Knight is now inactive

Move 164 :8:23:55 PM

BlessedAndHoly moves the Robber

Move 165 :8:24:01 PM

You get ore

You lose ore

BlessedAndHoly steals from latecheckout

Move 166 :8:24:09 PM

BlessedAndHoly passes

Move 167 :8:24:11 PM

You get a Smith card

You get a Inventor card

You get a Medicine card

latecheckout rolls dice: 1,3,Science

latecheckout draws a progress card in the Science deck

Siddddd108 draws a progress card in the Science deck

BlessedAndHoly draws a progress card in the Science deck

latecheckout gets nothing

Siddddd108 gets lumber,wool

BlessedAndHoly gets lumber,paper

Move 168 :8:24:24 PM

latecheckout build a Town Hall and improves its politics level to 1

Move 169 :8:24:34 PM

latecheckout upgrades a settlement to a city for grain:2,ore:3

Move 170 :8:25:03 PM

latecheckout plays Road Building

Move 171 :8:25:12 PM

latecheckout places a road

Move 172 :8:25:18 PM

latecheckout places a road

Move 173 :8:25:26 PM

latecheckout plays Smith

Move 174 :8:25:32 PM

latecheckout promotes a knight for

latecheckout can't promote another knight

Move 175 :8:25:37 PM

latecheckout passes

Move 176 :8:25:39 PM

Siddddd108 rolls dice: 5,4,Barbarians

Barbarians move one step further

Siddddd108 gets wool:2,cloth:1

BlessedAndHoly gets nothing

latecheckout gets wool

Move 177 :8:25:48 PM

BlessedAndHoly gets grain from Aqueduct

Move 178 :8:25:51 PM

Siddddd108 build a Trading House and improves its trade level to 2

Move 179 :8:26:03 PM

Siddddd108 uses maritime trade: wool:3 → lumber

Move 180 :8:26:16 PM

Siddddd108 builds a road for lumber,brick

Move 181 :8:26:21 PM

Siddddd108 builds a road for lumber,brick

Move 182 :8:26:27 PM

Siddddd108 passes

Move 183 :8:26:30 PM

BlessedAndHoly rolls dice: 1,3,Barbarians

Barbarians move one step further

Barbarians attack, but the Catan knights resist with a defense of 6 against a strength of 5

BlessedAndHoly defended Catan with a strength of 2

latecheckout defended Catan with a strength of 2

Siddddd108 defended Catan with a strength of 2

Barbarians move back to original spot

Move 184 :8:26:47 PM

You get a Irrigation card

BlessedAndHoly draws a science card

Move 185 :8:26:53 PM

You get a Mining card

latecheckout draws a science card

Move 186 :8:26:56 PM

You get a Alchemist card

Siddddd108 draws a science card

Knight is now inactive

Knight is now inactive

Knight is now inactive

Knight is now inactive

All knights are deactivated

BlessedAndHoly gets lumber,paper

latecheckout gets nothing

Siddddd108 gets lumber,wool

Move 187 :8:27:05 PM

BlessedAndHoly builds a settlement for lumber,brick,wool,grain

Move 188 :8:27:21 PM

You get grain:4

BlessedAndHoly plays Irrigation

Irrigation: BlessedAndHoly got grain:4

Move 189 :8:27:36 PM

BlessedAndHoly uses maritime trade: grain:4 → paper:2

Move 190 :8:27:43 PM

BlessedAndHoly build a Theater and improves its science level to 4

Move 191 :8:27:47 PM

BlessedAndHoly acquires the science metropolis

Move 192 :8:27:53 PM

BlessedAndHoly passes

Move 193 :8:27:54 PM

latecheckout rolls dice: 5,1,Trade

latecheckout gets nothing

Siddddd108 gets nothing

BlessedAndHoly gets grain:3

Move 194 :8:28:01 PM

You get ore:4

latecheckout plays Mining

Mining: latecheckout got ore:4

Move 195 :8:28:09 PM

latecheckout hires a knight for wool,ore

Move 196 :8:28:19 PM

latecheckout hires a knight for wool,ore

Move 197 :8:28:23 PM

latecheckout passes

Move 198 :8:28:26 PM

You get a Medicine card

Siddddd108 rolls dice: 4,6,Science

BlessedAndHoly draws a progress card in the Science deck

Siddddd108 gets nothing

BlessedAndHoly gets nothing

latecheckout gets lumber:1,brick:2,paper:1

Move 199 :8:28:51 PM

BlessedAndHoly gets brick from Aqueduct

Move 200 :8:28:53 PM

Siddddd108 plays Master Merchant

Move 202 :8:29:13 PM

You get brick,grain

You lose brick,grain

Master Merchant: Siddddd108 steals resources from BlessedAndHoly

Move 203 :8:29:17 PM

Siddddd108 builds a settlement for lumber,brick,wool,grain

Move 204 :8:29:28 PM

Siddddd108 plays Inventor

Move 206 :8:29:35 PM

Siddddd108 swapped two numbered tokens

Move 207 :8:29:40 PM

Siddddd108 passes

Move 208 :8:29:43 PM

BlessedAndHoly rolls dice: 2,4,Barbarians

Barbarians move one step further

BlessedAndHoly gets grain:3

latecheckout gets nothing

Siddddd108 gets wool

Move 209 :8:30:02 PM

BlessedAndHoly activates a knight for grain

Move 210 :8:30:19 PM

BlessedAndHoly uses maritime trade: grain:2 → coin

Move 211 :8:30:27 PM

BlessedAndHoly build a Church and improves its politics level to 2

Move 212 :8:30:33 PM

BlessedAndHoly activates a knight for grain

Move 213 :8:30:40 PM

BlessedAndHoly passes

Move 214 :8:30:50 PM

latecheckout rolls dice: 4,3,Politics

Robber is activated

Move 215 :8:31:05 PM

You get ore

You lose ore

latecheckout moves the Robber

latecheckout steals from BlessedAndHoly

Move 216 :8:31:22 PM

latecheckout uses maritime trade: ore:2 → grain

Move 217 :8:31:30 PM

latecheckout activates a knight for grain

Move 218 :8:31:36 PM

latecheckout passes

Move 219 :8:31:38 PM

Siddddd108 rolls dice: 5,6,Trade

Siddddd108 gets ore

BlessedAndHoly gets ore,coin

latecheckout gets nothing

Move 220 :8:31:47 PM

Siddddd108 passes

Move 221 :8:31:50 PM

You get a Warlord card

You get a Diplomat card

You get a Spy card

BlessedAndHoly rolls dice: 2,1,Politics

BlessedAndHoly draws a progress card in the Politics deck

latecheckout draws a progress card in the Politics deck

Siddddd108 draws a progress card in the Politics deck

BlessedAndHoly gets wool,cloth

latecheckout gets ore,coin

Siddddd108 gets nothing

Move 222 :8:32:08 PM

BlessedAndHoly passes

Move 223 :8:32:10 PM

latecheckout rolls dice: 2,5,Barbarians

Barbarians move one step further

Robber is activated

Move 224 :8:32:26 PM

You get wool

You lose wool

latecheckout moves the Robber

latecheckout steals from Siddddd108

Move 225 :8:33:05 PM

latecheckout uses maritime trade: ore:2 → grain

Move 226 :8:33:11 PM

latecheckout passes

Move 227 :8:33:14 PM

Siddddd108 rolls dice: 4,3,Barbarians

Barbarians move one step further

Robber is activated

Move 228 :8:33:25 PM

You get paper

You lose paper

Siddddd108 moves the Robber

Siddddd108 steals from latecheckout

Move 229 :8:33:32 PM

Siddddd108 plays Spy

Move 231 :8:33:46 PM

You get a Medicine card

You lost a Medicine card

Siddddd108 steals a progress card from BlessedAndHoly

Move 232 :8:33:54 PM

Siddddd108 passes

Move 233 :8:33:56 PM

You get a Irrigation card

BlessedAndHoly rolls dice: 4,1,Science

BlessedAndHoly draws a progress card in the Science deck

BlessedAndHoly gets nothing

latecheckout gets nothing

Siddddd108 gets brick:3

Move 234 :8:34:06 PM

BlessedAndHoly gets brick from Aqueduct

Move 235 :8:34:10 PM

BlessedAndHoly builds a road for lumber,brick

Move 236 :8:34:17 PM

You get grain:4

BlessedAndHoly plays Irrigation

Irrigation: BlessedAndHoly got grain:4

Move 237 :8:34:30 PM

BlessedAndHoly uses maritime trade: grain:4 → lumber,brick

Move 238 :8:34:38 PM

BlessedAndHoly builds a settlement for lumber,brick,wool,grain

Move 239 :8:34:47 PM

BlessedAndHoly passes

Move 240 :8:34:50 PM

latecheckout rolls dice: 6,3,Barbarians

Barbarians move one step further

latecheckout gets wool

Siddddd108 gets wool:4,cloth:1

BlessedAndHoly gets nothing

Move 241 :8:34:59 PM

BlessedAndHoly gets grain from Aqueduct

Move 242 :8:35:02 PM

latecheckout activates a knight for grain

Move 243 :8:35:11 PM

latecheckout passes

Move 244 :8:35:18 PM

Siddddd108 plays Alchemist

Move 245 :8:35:29 PM

Alchemist: Siddddd108 chose the next dice throw

Move 246 :8:35:31 PM

Siddddd108 rolls dice: 6,3,Politics

Siddddd108 gets wool:4,cloth:1

BlessedAndHoly gets nothing

latecheckout gets wool

Move 247 :8:35:39 PM

BlessedAndHoly gets brick from Aqueduct

Move 248 :8:35:52 PM

Siddddd108 uses maritime trade: brick:3,wool:6 → grain:2,ore:1

Move 249 :8:36:01 PM

Siddddd108 plays Medicine

Move 250 :8:36:06 PM

Siddddd108 upgrades a settlement to a city for grain:1,ore:2

Move 251 :8:36:13 PM

Siddddd108 activates a knight for grain

Move 252 :8:36:19 PM

Siddddd108 uses maritime trade: wool:3 → paper

Move 253 :8:36:24 PM

Siddddd108 build a Library and improves its science level to 2

Move 254 :8:36:27 PM

Siddddd108 passes

Move 255 :8:36:29 PM

BlessedAndHoly rolls dice: 5,2,Barbarians

Barbarians move one step further

Robber is activated

Move 256 :8:36:37 PM

BlessedAndHoly moves the Robber

Move 257 :8:36:43 PM

You get cloth

You lose cloth

BlessedAndHoly steals from Siddddd108

Move 258 :8:36:49 PM

BlessedAndHoly build a Trading House and improves its trade level to 2

Move 259 :8:36:56 PM

BlessedAndHoly plays Medicine

Move 260 :8:37:03 PM

BlessedAndHoly upgrades a settlement to a city for grain:1,ore:2

Move 261 :8:37:10 PM

BlessedAndHoly passes

Move 262 :8:37:13 PM

latecheckout rolls dice: 4,4,Trade

latecheckout gets lumber,paper

Siddddd108 gets nothing

BlessedAndHoly gets lumber,paper

Move 263 :8:37:49 PM

latecheckout passes

Move 264 :8:37:55 PM

Siddddd108 rolls dice: 2,4,Barbarians

Barbarians move one step further

Siddddd108 gets wool

BlessedAndHoly gets grain:3

latecheckout gets nothing

Move 265 :8:38:01 PM

Siddddd108 passes

Move 266 :8:38:03 PM

BlessedAndHoly rolls dice: 6,5,Politics

BlessedAndHoly gets grain:2,ore:1,coin:1

latecheckout gets nothing

Siddddd108 gets ore

Move 267 :8:38:19 PM

BlessedAndHoly uses maritime trade: grain:2 → coin

Move 268 :8:38:26 PM

BlessedAndHoly build a Fortress and improves its politics level to 3

Move 269 :8:38:37 PM

BlessedAndHoly uses maritime trade: grain:2 → wool

Move 270 :8:38:45 PM

BlessedAndHoly promotes a knight for wool,ore

Move 271 :8:38:51 PM

BlessedAndHoly passes

Move 272 :8:38:53 PM

You get a Commercial Harbor card

You get a Resource Monopoly card

You get a Merchant Fleet card

latecheckout rolls dice: 1,6,Trade

latecheckout draws a progress card in the Trade deck

Siddddd108 draws a progress card in the Trade deck

BlessedAndHoly draws a progress card in the Trade deck

Robber is activated

Move 273 :8:39:24 PM

latecheckout discards lumber:1,wool:2,coin:1

Move 274 :8:39:32 PM

You get paper

You lose paper

latecheckout moves the Robber

latecheckout steals from BlessedAndHoly

Move 275 :8:39:43 PM

latecheckout plays Commercial Harbor

Move 277 :8:39:57 PM

⇌ Failed trade! latecheckout attempted a trade with BlessedAndHoly, but BlessedAndHoly has no commodities in hand.

Move 280 :8:40:15 PM

⇌ Forced trade! latecheckout gives brick to Siddddd108 who gives cloth in exchange

Move 281 :8:40:21 PM

latecheckout passes

Move 282 :8:40:24 PM

Siddddd108 rolls dice: 5,6,Politics

Siddddd108 gets ore

BlessedAndHoly gets ore,coin

latecheckout gets nothing

Move 283 :8:40:39 PM

Siddddd108 passes

Move 284 :8:40:41 PM

You get a Merchant Fleet card

You get a Resource Monopoly card

BlessedAndHoly rolls dice: 3,5,Trade

BlessedAndHoly draws a progress card in the Trade deck

Siddddd108 draws a progress card in the Trade deck

BlessedAndHoly gets lumber,paper

latecheckout gets lumber:1,grain:2,paper:1

Siddddd108 gets grain:2

Move 285 :8:40:54 PM

BlessedAndHoly builds a road for lumber,brick

Move 286 :8:41:02 PM

BlessedAndHoly passes

Move 287 :8:41:04 PM

latecheckout rolls dice: 5,6,Trade

latecheckout gets nothing

Siddddd108 gets ore

BlessedAndHoly gets ore,coin

Move 288 :8:41:11 PM

latecheckout build a Aqueduct and improves its science level to 3

Move 289 :8:41:21 PM

latecheckout moves a knight

Knight is now inactive

Move 290 :8:41:29 PM

latecheckout builds a settlement for lumber,brick,wool,grain

Move 291 :8:41:33 PM

latecheckout passes

Move 292 :8:41:35 PM

Siddddd108 rolls dice: 2,2,Barbarians

Barbarians move one step further

Barbarians attack, but the Catan knights resist with a defense of 7 against a strength of 7

Siddddd108 defended Catan with a strength of 1

BlessedAndHoly defended Catan with a strength of 4

latecheckout defended Catan with a strength of 2

BlessedAndHoly reveals Defender of Catan

Barbarians move back to original spot

Knight is now inactive

Knight is now inactive

Knight is now inactive

Knight is now inactive

All knights are deactivated

Siddddd108 gets lumber,ore

BlessedAndHoly gets lumber:2,paper:2

latecheckout gets ore:2,coin:1

Move 293 :8:41:55 PM

Siddddd108 plays Resource Monopoly

Move 294 :8:41:59 PM

You get ore:2

You get ore:2

You lose ore:2

You lose ore:2

Resource Monopoly: Siddddd108 steals resources from latecheckout

Resource Monopoly: Siddddd108 steals resources from BlessedAndHoly

Move 295 :8:42:04 PM

Siddddd108 plays Resource Monopoly

Move 296 :8:42:09 PM

You get grain

You get grain

You lose grain

You lose grain

Resource Monopoly: Siddddd108 steals resources from latecheckout

Resource Monopoly: Siddddd108 steals resources from BlessedAndHoly

Move 297 :8:42:36 PM

Siddddd108 roll backs

Siddddd108 cancels his move

Move 298 :8:42:40 PM

Siddddd108 upgrades a settlement to a city for grain:2,ore:3

Move 299 :8:42:45 PM

Siddddd108 upgrades a settlement to a city for grain:2,ore:3

Move 300 :8:42:56 PM

Siddddd108 builds a road for lumber,brick

Move 301 :8:43:00 PM

Siddddd108 promotes a knight for wool,ore

Move 302 :8:43:04 PM

Siddddd108 passes

Move 303 :8:43:12 PM

BlessedAndHoly rolls dice: 2,2,Barbarians

Barbarians move one step further

BlessedAndHoly gets lumber:2,paper:2

latecheckout gets ore:2,coin:1

Siddddd108 gets lumber,ore,paper,coin

Move 304 :8:43:28 PM

BlessedAndHoly build a University and improves its science level to 5

Move 305 :8:43:44 PM

BlessedAndHoly plays Merchant Fleet

Move 306 :8:43:50 PM

Merchant Fleet: BlessedAndHoly can trade lumber as 2:1 for the remainder of the turn

Move 307 :8:43:59 PM

BlessedAndHoly uses maritime trade: lumber:4 → coin:2

Move 308 :8:44:06 PM

BlessedAndHoly build a Cathedral and improves its politics level to 4

Move 309 :8:44:13 PM

BlessedAndHoly acquires the politics metropolis

Move 310 :8:44:20 PM

BlessedAndHoly plays Warlord

BlessedAndHoly activates a knight for free

BlessedAndHoly activates a knight for free

Move 311 :8:44:34 PM

BlessedAndHoly passes

Move 312 :8:44:39 PM

You get a Trade Monopoly card

You get a Trade Monopoly card

You get a Merchant card

latecheckout rolls dice: 2,2,Trade

latecheckout draws a progress card in the Trade deck

Siddddd108 draws a progress card in the Trade deck

BlessedAndHoly draws a progress card in the Trade deck

latecheckout gets ore:2,coin:1

Siddddd108 gets lumber,ore,paper,coin

BlessedAndHoly gets lumber:2,paper:2

Move 313 :8:45:12 PM

latecheckout roll backs

latecheckout cancels his move

Move 314 :8:45:17 PM

latecheckout build a Church and improves its politics level to 2

Move 315 :8:45:22 PM

latecheckout plays Diplomat

Move 316 :8:45:35 PM

BlessedAndHoly lost a road

Move 317 :8:45:51 PM

latecheckout uses maritime trade: ore:2 → grain

Move 318 :8:45:58 PM

latecheckout activates a knight for grain

Move 319 :8:46:04 PM

latecheckout passes

Move 320 :8:46:07 PM

You get a Intrigue card

You get a Spy card

You get a Deserter card

Siddddd108 rolls dice: 1,2,Politics

Siddddd108 draws a progress card in the Politics deck

BlessedAndHoly draws a progress card in the Politics deck

latecheckout draws a progress card in the Politics deck

Siddddd108 gets nothing

BlessedAndHoly gets wool,ore,cloth,coin

latecheckout gets wool,ore,coin

Move 321 :8:46:25 PM

Siddddd108 plays Trade Monopoly

Move 322 :8:46:31 PM

You get coin

You get coin

You lose coin

You lose coin

Trade Monopoly: Siddddd108 steals commodities from latecheckout

Trade Monopoly: Siddddd108 steals commodities from BlessedAndHoly

Move 323 :8:46:38 PM

Siddddd108 uses maritime trade: ore:3 → brick

Move 324 :8:46:43 PM

Siddddd108 builds a road for lumber,brick

Siddddd108 takes the Longest Road special card

Move 325 :8:46:49 PM

Siddddd108 build a Church and improves its politics level to 2

Move 326 :8:46:53 PM

Siddddd108 passes

Move 327 :8:46:57 PM

You get a Wedding card

BlessedAndHoly rolls dice: 4,4,Politics

BlessedAndHoly draws a progress card in the Politics deck

BlessedAndHoly gets lumber,paper

latecheckout gets lumber:1,grain:2,paper:1

Siddddd108 gets grain:2

Move 328 :8:47:12 PM

BlessedAndHoly plays Merchant

Move 329 :8:47:18 PM

BlessedAndHoly moves the merchant to a new tile

The end of the game: BlessedAndHoly wins!