[[https://x.boardgamearena.net/data/themereleases/241023-1437/img/logo/logo.png](https://boardgamearena.com/table?table=580831476)](https://boardgamearena.com/table?table=580831476)

**End of game : BlessedAndHoly wins**

[**Return to main sitePlay againPropose a rematch**](https://boardgamearena.com/8/catan?table=580831476)

**Game results**

Final situation

**Game result : BlessedAndHoly wins**

**1st**

BlessedAndHoly

[**BlessedAndHoly**](https://boardgamearena.com/player?id=96809902)

13

*+59   ->*

 155

**2nd**

Siddddd108

[**Siddddd108**](https://boardgamearena.com/player?id=96601579)

11

*-9   ->*

 337

[Write a personal note about Siddddd108](https://boardgamearena.com/8/catan?table=580831476)

**3rd**

latecheckout

[**latecheckout**](https://boardgamearena.com/player?id=96553071)

6

*+0   ->*

 100

[Write a personal note about latecheckout](https://boardgamearena.com/8/catan?table=580831476)

**Statistics**

Game duration

 45 min

Players' average level

 181

Average score

 10

Remaining development cards

 0

Dice roll: percentage of 2 (~3%)

 2

Dice roll: percentage of 3 (~6%)

 5

Dice roll: percentage of 4 (~8%)

 12

Dice roll: percentage of 5 (~11%)

 9

Dice roll: percentage of 6 (~14%)

 11

Dice roll: percentage of 7 (~17%)

 16

Dice roll: percentage of 8 (~14%)

 12

Dice roll: percentage of 9 (~11%)

 14

Dice roll: percentage of 10 (~8%)

 5

Dice roll: percentage of 11 (~6%)

 11

Dice roll: percentage of 12 (~3%)

 4

Event Dice roll: rate of barbarians

 22

Event Dice roll: rate of science

 7

Event Dice roll: rate of trade

 15

Event Dice roll: rate of politics

 13

Barbarian Attacks

 3

Barbarian wins

 1

Catan wins

 2

|  |  |  |  |
| --- | --- | --- | --- |
|  | **BlessedAndHoly** | **Siddddd108** | **latecheckout** |
| **Game result** | 1st (13) | 2nd (11) | 3rd (6) |
| **Thinking time** | 13:50 | 11:50 | 14:07 |
| **Number of turns** | 19 | 19 | 19 |
| **Victory points** | 13 | 11 | 6 |
| **VP for settlements** | 1 | 0 | 1 |
| **VP for cities** | 6 | 10 | 6 |
| **VP for development cards** | 0 | 0 | 0 |
| **VP for special cards** | 0 | 2 | 0 |
| **Largest Army** | 0 | 0 | 0 |
| **Longest Road** | 2 | 5 | 4 |
| **Average number of resources produced per turn** | 1.2 | 1.4 | 1.1 |
| **Average number of resources remaining per turn** | 3.6 | 3.4 | 4.3 |
| **Number of "brick" resources produced** | 0 | 11 | 4 |
| **Number of "lumber" resources produced** | 16 | 8 | 9 |
| **Number of "ore" resources produced** | 7 | 12 | 18 |
| **Number of "grain" resources produced** | 19 | 11 | 10 |
| **Number of "wool" resources produced** | 3 | 24 | 8 |
| **Amount of papers produced** | 16 | 3 | 8 |
| **Amount of clothes produced** | 3 | 6 | 0 |
| **Amount of coins produced** | 7 | 2 | 6 |
| **Resources stolen from opponent** | 2 | 2 | 4 |
| **Resources stolen by opponent** | 2 | 3 | 3 |
| **Resources discarded** | 8 | 4 | 8 |
| **Resource production prevented by the robber** | 8 | 4 | 7 |
| **Point value of connected hills** | 0 | 20 | 10 |
| **Point value of connected forests** | 14 | 8 | 16 |
| **Point value of connected mountains** | 6 | 9 | 16 |
| **Point value of connected fields** | 21 | 10 | 12 |
| **Point value of connected pastures** | 4 | 40 | 6 |
| **Average number of tiles around settlements and cities** | 58.3 | 66.7 | 75 |
| **Development cards bought** | 0 | 0 | 0 |
| **Remaining development cards in hand** | 3 | 1 | 2 |
| **Rate of development cards used per turn** | 50 | 60 | 30 |
| **Trade offers sent** | 5 | 2 | 0 |
| **Trade offers received** | 2 | 5 | 7 |
| **Rate of successful trades** | 0 | 0 | 0 |
| **Number of "brick" resources traded** | 0 | 0 | 0 |
| **Number of "lumber" resources traded** | 0 | 0 | 0 |
| **Number of "ore" resources traded** | 0 | 0 | 0 |
| **Number of "grain" resources traded** | 0 | 0 | 0 |
| **Number of "wool" resources traded** | 0 | 0 | 0 |
| **Amount of traded papers** | 0 | 0 | 0 |
| **Amount of traded clothes** | 0 | 0 | 0 |
| **Amount of traded coins** | 0 | 0 | 0 |
| **Amount of knights hired** | 2 | 3 | 3 |
| **Amount of knights activations** | 6 | 4 | 4 |
| **Amount of knights promotions** | 2 | 1 | 1 |
| **Amount of cities lost to barbarians** | 0 | 1 | 1 |
| **Amount of Defender of Catan titles** | 1 | 0 | 0 |