Resources
Wood = 4
Brick = 4
Ore = 4
Wheat = 4
Sheep = 4

The black piece is called the robber. Since you rolled a 7 you must move the robber to another tile by clicking on a number piece.

Pause Game

Roll Dice

End Turn

11 6 9

2 5 12 3

9 8 8 10

4 5 10 11

3 6 4

The goal of the game is to acquire 10 Victory Points.

FPS = 97
Player 1's Turn
Total Victory Points = 6

Purchase Items

Trade With Bank

This is the main game board. Here is where the strategy comes into play. Each tile has a set number. The number rolled by the dice determines what tile produces resources for that round.

However there is an exception to the number 7, which will be explained later on.
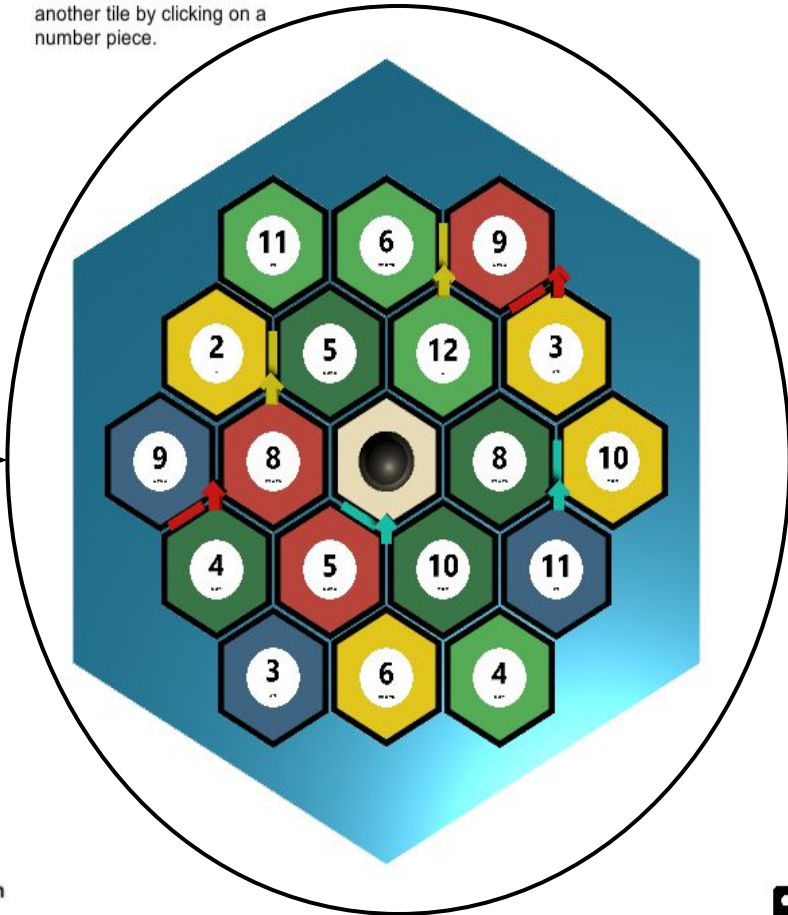
Resources
Wood = 4
Brick = 4
Ore = 4
Wheat = 4
Sheep = 4

? The black piece is called the robber. Since you rolled a 7 you must move the robber to another tile by clicking on a number piece.

Pause Game

Roll Dice

End Turn

FPS = 97
Player 1's Turn
Total Victory Points = 6

Purchase Items

Trade With Bank

This is the **Resources** bar. Here you will see what resources you currently have.

In the game resources can be spent to acquire settlements and cities.

Settlements and cities give you Victory Points.

Resources
Wood = 4
Brick = 4
Ore = 4
Wheat = 4
Sheep = 4

? The black piece is called the robber. Since you rolled a 7 you must move the robber to another tile by clicking on a number piece.

Pause Game

Roll Dice

End Turn

11 6 9

2 5 12 3

9 8 ⬤ 8 10

4 5 10 11

3 6 4

FPS = 97
Player 1's Turn
Total Victory Points = 6

Purchase Items

Trade With Bank

Resources
Wood = 4
Brick = 4
Ore = 4
Wheat = 4
Sheep = 4

? The black piece is called the robber. Since you rolled a 7 you must move the robber to another tile by clicking on a number piece.

Pause Game

Roll Dice

End Turn

This box contains the game FPS and, the player's information (Who's turn it is, Victory points etc...).

FPS = 97
Player 1's Turn
Total Victory Points = 6

Purchase Items

Trade With Bank

The Resources each correspond with a tile.

Resources
Wood = 4
Brick = 4
Ore = 4
Wheat = 4
Sheep = 4

The black piece is called the robber. Since you rolled a 7 you must move the robber to another tile by clicking on a number piece.

Pause Game

Roll Dice

End Turn

Player 1 = Red

For example, player 1 who is Red rolls a 5 and a 4 which equals 9. Since this is a settlement, and the adjacent tiles are a 9 and a 3, it will get 1 ore and 1 brick because the number 9 resource tiles are brick and a ore.

FPS = 97
Player 1's Turn
Total Victory Points = 6

Purchase Items

Trade With Bank

Player's Can

Trade With Bank

Trade With Player

- Trade though the bank(NPE) for a ratio of four(of same res any resource).

- Purchase items
    - Settlements = Purchase Items (1)Grain + (1)Wool
    - Citys = (2)Grain + (3)Ore
    - Roads = (1)Brick + (1)Lumber
    - Development Cards = (1)Wool + (1)Grain + (1)Ore

Resources
Wood = 4
Brick = 4
Ore = 4
Wheat = 4
Sheep = 4

The black piece is called the robber. Since you rolled a 7 you must move the robber to another tile by clicking on a number piece.

Roll Dice

End Turn

11 6 9

2 5 12 3

9 8 8 10

4 5 10 11

3 6 4

This will take you to the Purchase menu where you can purchase Settlements, City's, Roads, and Victory Points.

FPS = 97
Player 1's Turn
Total Victory Points = 6

Purchase Items

Trade With Bank

This is the Purchase Menu. In this menu you will be able to purchase various items to help aid you through the game.

Each item cost a certain amount of resources. Other than the unproductive desert, Resources are generated by the various tiles located on the game board.

Hills produce brick, forests produce wood, mountains produce ore, fields produce wheat, and pastures produce sheep.

Purchase Settlement	1 Wood, 1 Brick, 1 Wheat, 1 Sheep
Purchase City	2 Wheat, 3 Ore
Purchase Road	1 Brick, 1 Wood
Purchase Victory Point	1 Sheep, 1 Wheat, 1 Ore

Exit

Robber

- Initially placed on the desert
- If a player rolls 7, the robber must be moved
- Deactivates the tile production it is on
- Player may also steal a resource card from another player with a settlement or city adjacent to the robber's new placement
- All players with 8 or more resources must discard their choice of half of their cards, rounded down

Resources
Wood = 4
Brick = 4
Ore = 4
Wheat = 4
Sheep = 4

The black piece is called the robber. Since you rolled a 7 you must move the robber to another tile by clicking on a number piece.

Pause Game

Roll Dice

End Turn

Here is the Roll Dice button. It can be used once per turn. Once used the Roll Dice button disappears and the End Turn button appears, unless a 7 is rolled in which case then the Robber has to be moved then the End Turn button is showed.

These are the dice. The dice are randomized and can be rolled **once** per turn. The number the dice land on determine what tile produce resources.

FPS = 97
Player 1's Turn
Total Victory Points = 6

Purchase Items

Trade With Bank

Victory Points! The goal of the game is to reach ten victory points. Players score one point for each settlement they own, and two for each city. Players can also gain victory points via the purchase menu.

Purchase Settlement	1 Wood, 1 Brick, 1 Wheat, 1 Sheep
Purchase City	2 Wheat, 3 Ore
Purchase Road	1 Brick, 1 Wood
Purchase Victory Point	1 Sheep, 1 Wheat, 1 Ore

Exit

Player's 2

Total Victory Points = 0

Purchase Items