reate new board Game start load board - choose starting player Create Create random Roll dice dice based on so check number of dice \* Check 3 rerealls boren't been completed Reroll dice if needed Prepall only specific resources Convert resources > trade 2:1 gold D Check resource cost is met Buy pieces is check place is not already tohen Place pieces the place piece End turn stefresh dice rolls Game Win -> if victory points are met
game win