

Welcome to Watan: The Settlers of UWaterloo

Game Rules:

The flow and turn taking of Watan is the same as Catan.

Setting Up The Game:

You can run `./watan` to begin the game. If you have a specific seed you would like to play with, you can run `“./watan -seed XXX”` or you can load a saved game with `“./watan -load XXX”`. Then each player, starting from blue builds a settlement, and then once again in reverse order

Turn:

Each turn, the player begins by rolling the dice. Then they can

1. Build a *Criterion* <settlement>
2. Upgrade a *Criterion* <settlement>
3. Build a *Goal* <road>
4. Trade with other players

Resources:

In Watan, settlers have access to a different variety of resource tiles

1. *Caffeine* – perfect for those late night study sessions
2. *Lab* – helps you apply your learning
3. *Tutorial* – everyone loves getting help for assignment styled questions
4. *Study* – essential to get good marks on assignments, midterms, and exams
5. *Lecture* – learn cotnetn from professors
6. *Netflix* – provides no real value 😞

Building:

In watan, you can build three types of Criteria <buildings>

1. Assignment
 - a. Cost: 1 Caffeine, 1 Lab, 1 Lecture, 1 Tutorial
 - b. 1X resource per assignment on tile
2. Midterm
 - a. Cost: 2 Lecture, 3 Study
 - b. 2X resources per midterm on tile
3. Exam
 - a. Cost: 3 Caffeine, 2 Lab, 2 Lecture, 1 Tutorial, 2 Study
 - b. 3X resources per exam on tile

You also need to build Goals <roads> to branch out

1. Goal
 - a. Cost: 1 Study, 1 Lecture
 - b.

Geese

Waterloo is safe and we don't have any robbers. However, there is geese that take that role...