Help Guide to Catan in MS Paint:

Made using MS Paint
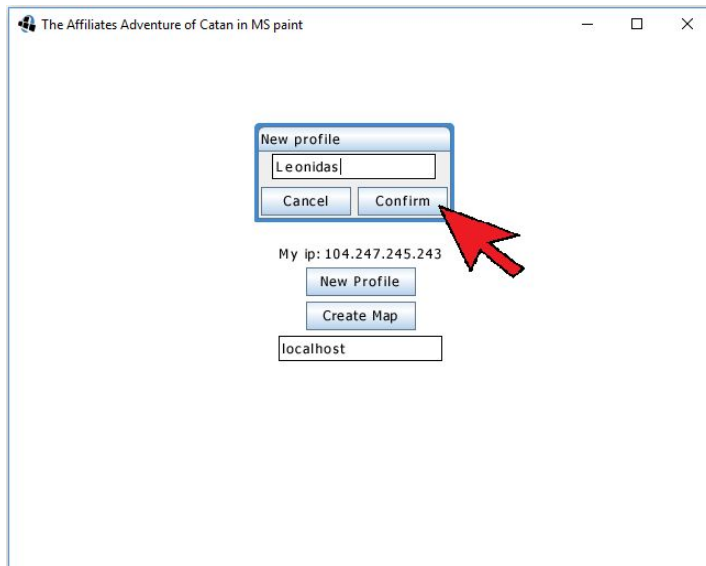
<u>New Profile</u>: How to create a new Profile

<u>Step 1</u>: Press the **New Profile** Button, located in the main menu.
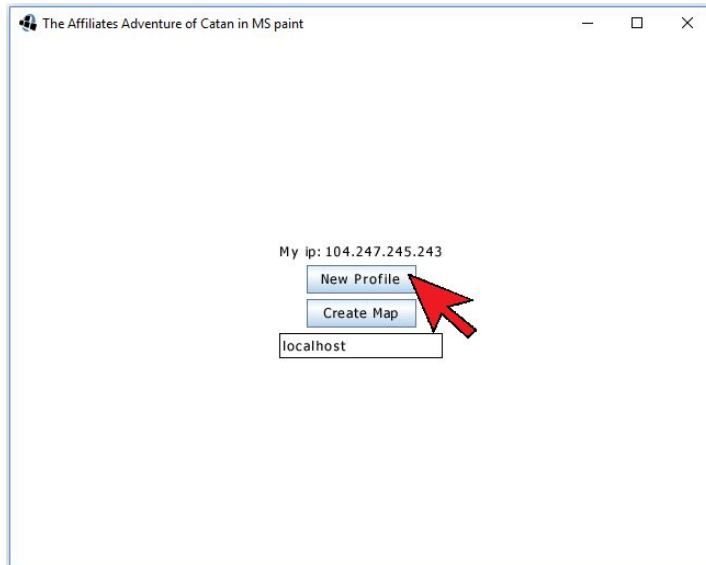
<u>Step 2:</u> Enter a username in the pop up and press confirm
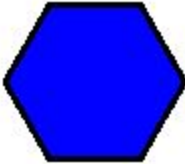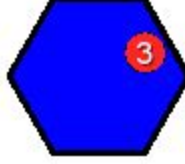
The created profile will appear below prompt

Tile Guide: Visual guide to the map tiles

Tile Graphic	Tile Type	Tile Graphic	Tile Type
(green hexagon, 2)	Pasture	(light blue hexagon, 2, 3, 11, 12)	Lake
(yellow hexagon, 5)	Field	(blue hexagon)	Ocean
(brown hexagon, 6)	Hill	(blue hexagon with light blue triangle, 8)	Fishing Ground
(dark green hexagon, 9)	Forest	(blue hexagon, red 3)	Generic Harbor
(gray hexagon, 12)	Mountain	(blue hexagon, 2)	Special Harbor
(gold hexagon, 2)	Gold field		

*The numbers on the tiles indicate the dice roll required to activate the tile resources.

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<u>Create a Map</u>: How to create a Map

<u>Step 1</u>: Press the **Create Map** Button, located in the main menu.
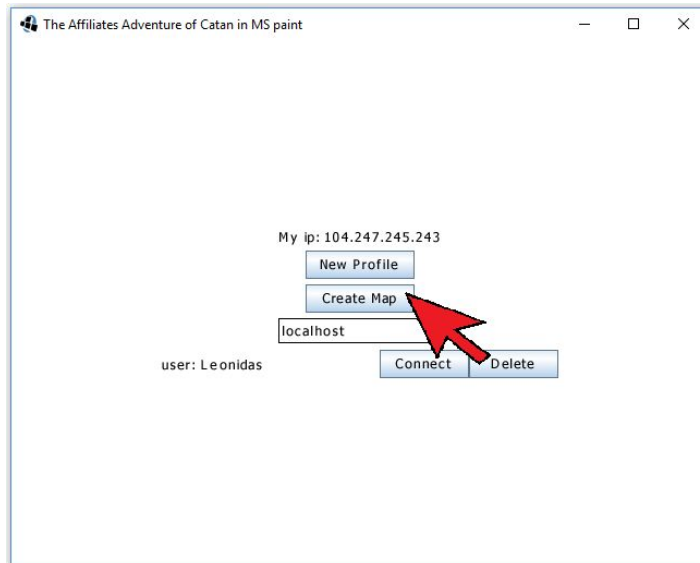
You will have the option to load a saved map or create a new map. You may press cancel to return to the main menu. Depending on whether you wish to load a map or create a new map, you will need to follow Step 2. a) or Step 2. b) respectively.
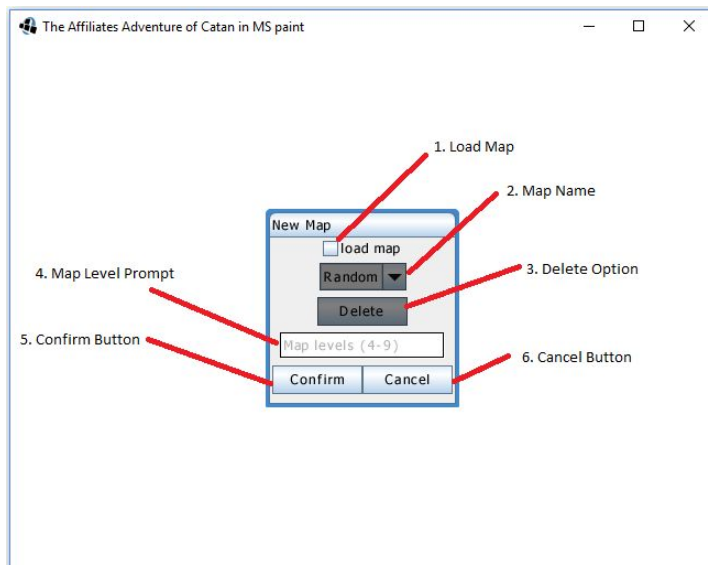
<u>Step 2. a)</u> To load a map, press the **Load Map** checkbox (1), and select a new map from the list of maps (2). You will have the option to delete the map (3). Once you have chosen a map, press the **Confirm** button (5). You will then be taken to the Map Screen (Step 3).

Step 2. b) To create a new Map, enter how many levels, corresponding to the radius of the Map (4), and press the **Confirm** button (5). You must enter a number between 4 and 9. You will be taken to the Map Screen (Step 3).

Step 3: Use the cursor to select a tile (4) in order to customize it.

*If you chose to load a map, this screen will instead hold the loaded map.
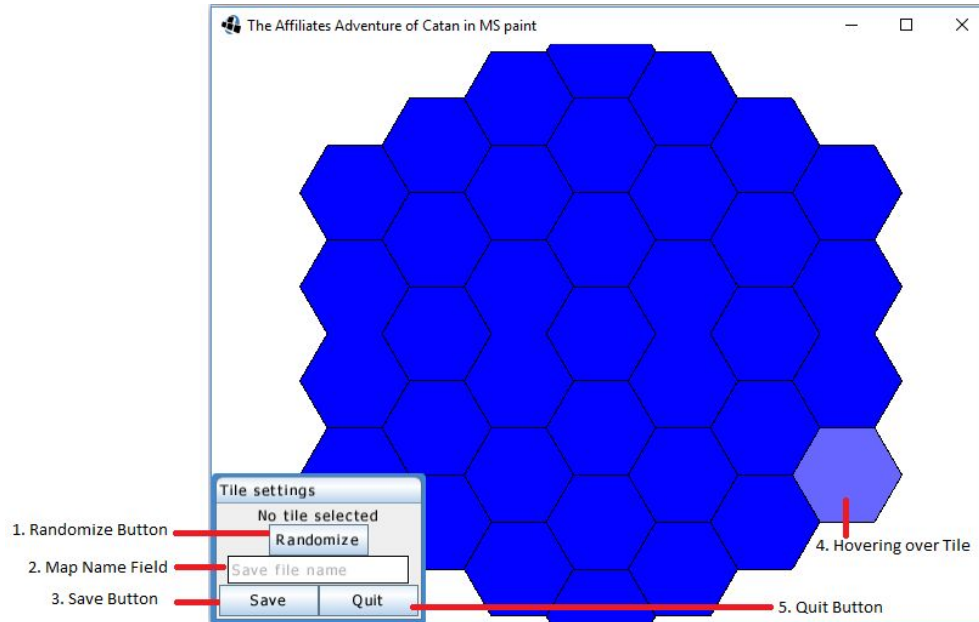
Pressing the Randomize Button (1) will generate a randomized map. To save the Map, the name of the map should be entered into the Map Name Field

Step 4: Once the tile is selected (1), select the tile type (2) and the tile number (2).
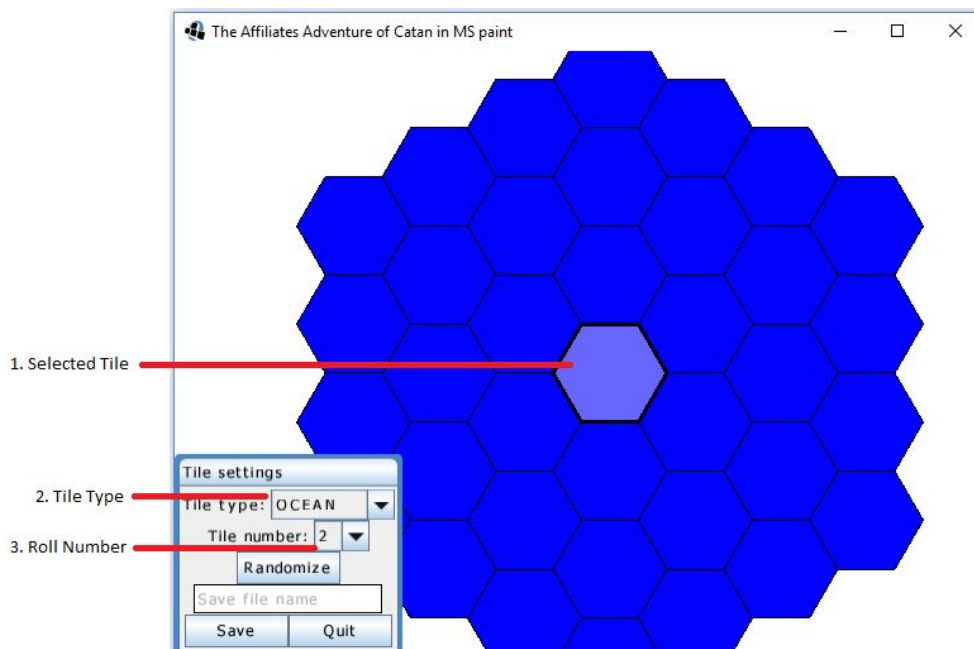
For a list of all available Tiles, see **Tile Guide**.

Step 5: Ocean tiles adjacent to non-ocean tiles can receive either a Harbor (1), if they are adjacent to one or more land tiles, or a fishing grounds (2) if adjacent to two or more land tiles. Additionally, there is a choice between a Generic Harbor and a Special Harbor.
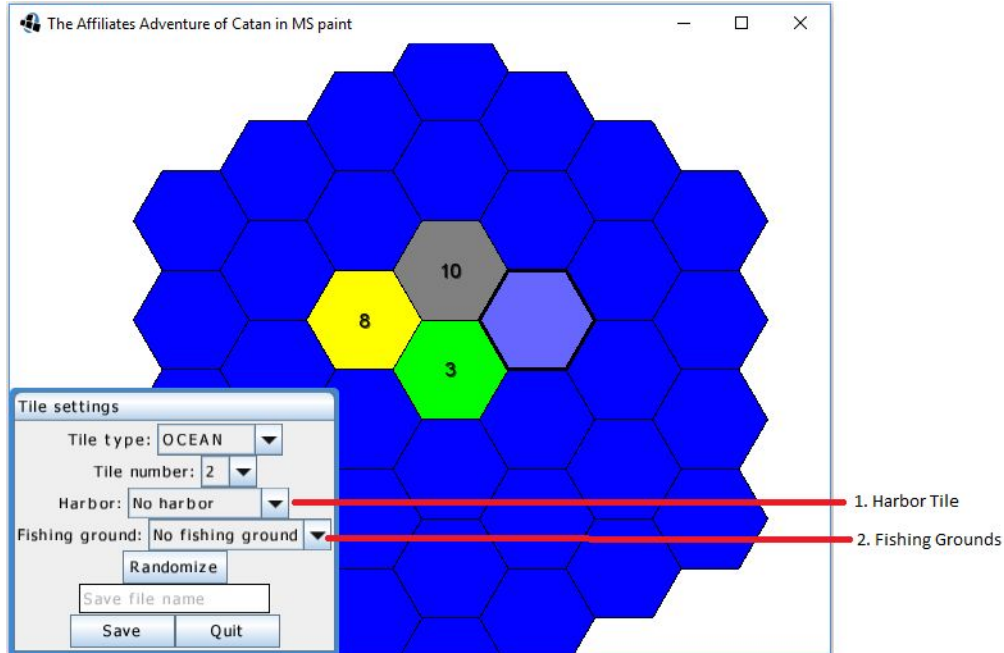
* A harbor or a fishing grounds can be constructed.

Step 6: Save the Map using the Save Button and press the Quit Button to return to the main menu. Note: in order to save, the map must be valid. A valid map contains

<u>Starting the Server</u>:

To start the server, locate the "index.js" file situated in the "server" folder of the project. Then navigate to that folder from the command line and type the command "node index.js". Note that in order to successfully launch the server, node.js and socket.io must be installed on your computer.

Starting a Game: How to create or load a game

Step 1: Select a profile and press the **Connect** button to connect to the server.

1. # of players on the server —————— 1 player connected

2. New game button —————— New Game | Disconnect

11. Disconnect button

New Game

3. Saved game checkbox —————— ☐ Saved game

4. List of saved games —————— Barbarian ▼ x

5. Number of players field —————— Number of players (...

6. Password field —————— password

7. Number of victory points —————— Victory points (6-18)

8. List of maps —————— Preset: preset ▼

Confirm | Cancel

10. Cancel button

9. Confirm button

Step 2: a) To create a New Game, set the Number of players in the Number of Players field (5) from a minimum of 2 players to a maximum of 5 players. The map can be chosen from the List of Maps (8). A password can be set in the Password Field (6). You also need to specify the number of victory points for the game (7), between 6 and 18. Finally, press the Confirm Button to Create the Game.

Step 2: b) To Load a Game, select the Saved Game Checkbox (3) and select a Saved Game in the Saved Game list (4). Press the **Confirm** Button (9), and you will then be asked to choose which player to join as.

Once all the players have joined the game, the game will be launched automatically.

Joining a Game: How to join an existing game
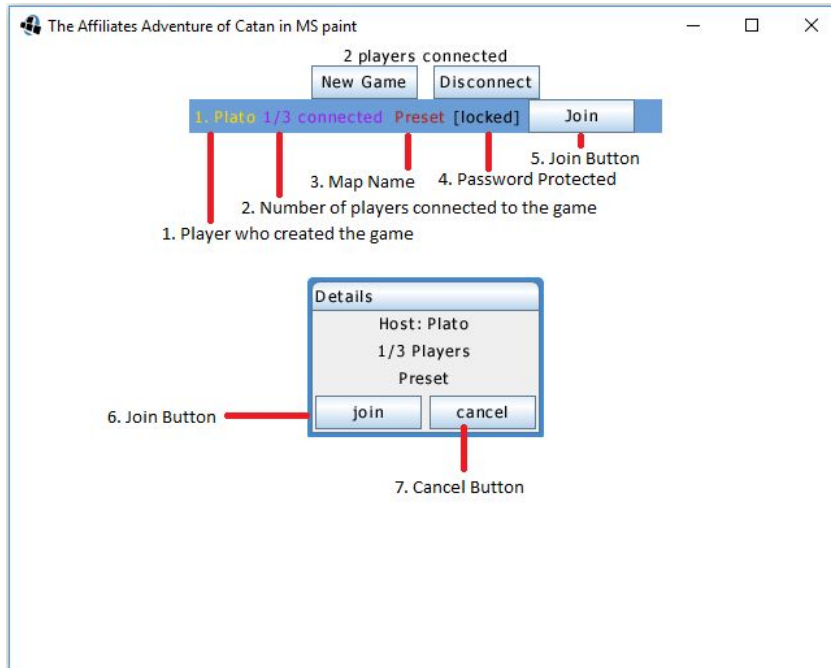
Step 1: To join a game, press the **Join** Button (5) over a created game.

Step 2: In the Details Popup, press the Join Button (6).

Step 3: If the game is password Protected (4), then you will be prompted for a password.

Once all the players have joined the game, the game will be launched automatically.

Playing the Game: Guide to game screen

Game Screen:

1. Barbarian Counter:

    Indicates the Barbarian Position.
2. Victory points:

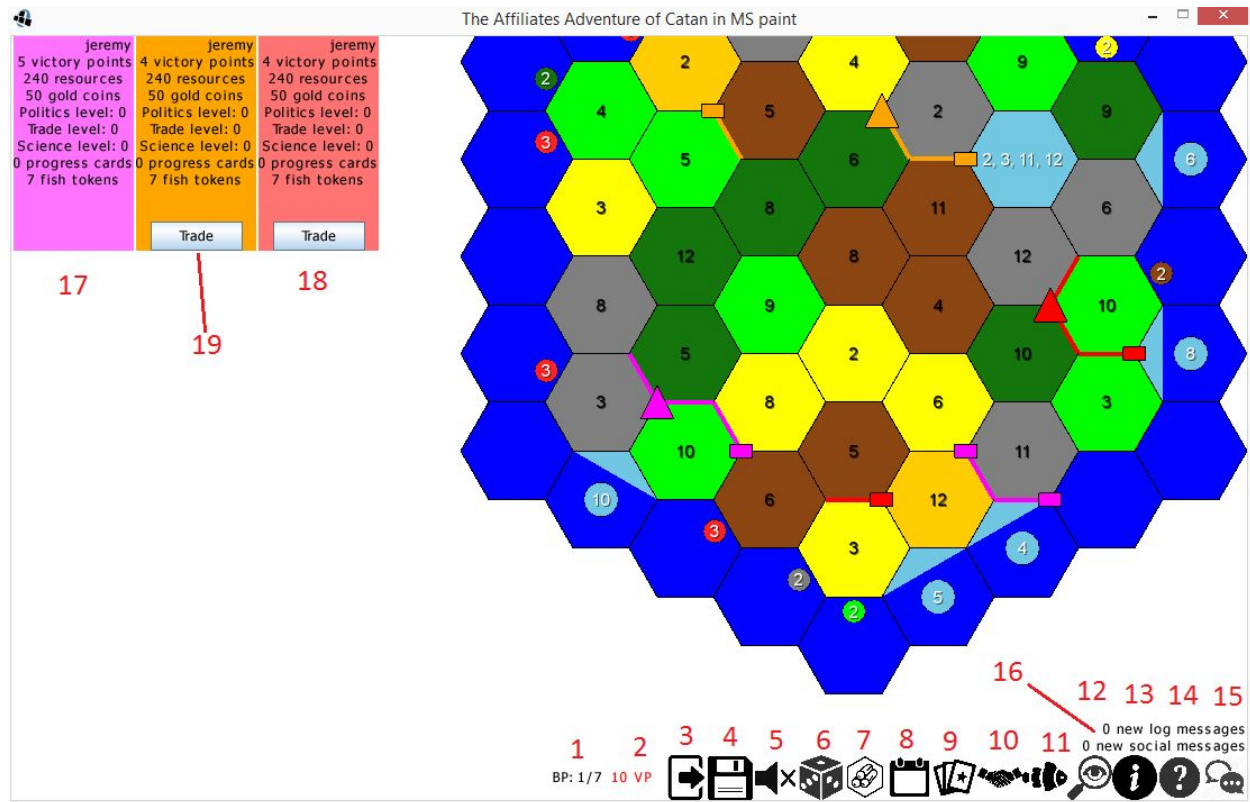   Indicated the victory points required to win.
3. Leave game:

    Pressing this button ends the game
4. Save game:

    Opens a save menu that allows to save tha game under the specified name. You can only save the game after the initial setup phase.
5. Sound menu:

    Mutes or unmutes the background music.
6. Roll Die/End Turn:

    Rolls the die and the outcome of the roll is displayed in the Game Info tab of the chatlog. After rolling, the die turns into an hourglass. To end your turn press the

Hourglass.

7. Resources & Commodities:

    Opens a popup that displays the player's Resources and their quantities.

8. Development Flip-Chart:

    Opens a screen where the player can make Politics, Science, and Trade upgrades. Switch through the kinds of Upgrade using the Next or Prev Buttons.|

9. Progress Cards:

    Opens a screen with progress Cards. To use a progress card, press the **Play** Button. You will be able to flip through the progress cards using the next Button.

10. Bank trade:

    Opens a trade menu with the bank. After having determined what resources you wish to trade, press the **Send Offer** Button to receive the resources traded according to the default rate 4 from me : 1 from bank.

11. Fish:

    Opens a menu to trade the fish tokens that you have in exchange for different type actions depending on how much token you have currently. You can only access the menu during your turn

12. Cheat menu:

    Opens a cheat menu. The password to access the menu is comp361. You can only access the menu during your turn

13. Info:

    An information log, prompting players to begin and end their turns..

14. Help:

    Will open the help document in the default PDF reader.

15. Chat & Game info:

    Opens a screen for sending messages to all the players and checking the Game Info Log. You can switch between them by pressing the Social and Game Info Buttons. To send a message, type out a message in the message prompt and press the Send Button.

16. Chat notifications: Displays the number of unread log and social messages

17. Player Cell:

    The Player taking their turn is shaded in. In the cell is present the number of Victory Points, Total number of resources, the Politics Level, Trade Level, Science Level, Number of Progress Cards, Number of Fish Tokens, and whether they are in possession of an Old Boot.

18. <u>Opponent Cells</u>:

A player cell for the opponent players.

19. <u>Player trade</u>:

Opens a trade menu with a selected player. After having determined what resources you wish to trade, press the **Send Offer** Button to send the offer to the selected player. If the other player accepts the trade, then the resources involved will be traded.
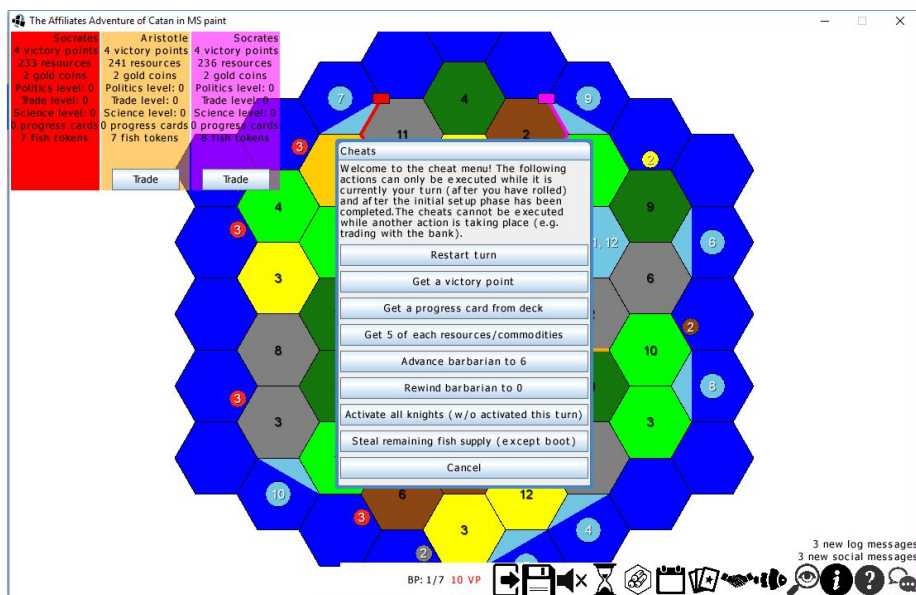
Cheat Codes: Cheat Code Menu & Debug Commands

Step 1: Press the Cheat Code Menu Icon, shown by the red arrow

Step 2: Enter the passcode, which is "comp361"

Step 3: Choose a cheat code and press it.

Debug commands: (For testing purposes only)

The command control-shift-r will reload the turn

The command control-shift-p will get 30 of each resource and commodity

The command control-shift-v will get 1 victory point

The command control-shift-b sets the barbarian counter to 6

The command control-shift-n sets the barbarian counter to 0

The command control-shift-t gives the player 50 gold