Components:

- The Board
    - The game board will be set up with a certain number of hex tiles based on the number of players (more players will require a larger board)
    - Each of the tiles will have a resource assigned to it
    - Each tile will have a number 2-12 assigned to it
    - (Optional) Ports are present along water tiles that add other benefits

- Resources - Resources to be chosen (In Catan the resources are Wheat, Sheep, Brick, Wood, and Ore - We have also added gold, because who doesn't like money)
    - Resource 1
    - Resource 2
    - Resource 3
    - Resource 4
    - Resource 5
    - Gold

- Roads
    - Roads are built from the following resources
        - Resource 1
        - Resource 2
        - X Gold

- Settlements
    - Settlements are built from the following resources
        - Resource 1
        - Resource 2
        - Resource 3
        - X Gold
    - Settlements give a point value of 1
    - Resources can be collected from tiles surrounding a settlement
        - If the dice roll is equal to the number value assigned to a resource surrounding a settlement, one of that resource is collected
    - Settlements must be built at least two spaces apart
    - Military units can be built on settlements
    - Settlements will require X attacks on it to be destroyed

- Cities
    - Cities are built from the following resources
        - Resource 1
        - 2X Resource 2
        - 2X Resource 3

- ■ X Gold
  - ○ Cities may only be built on top of Settlements, and replace the settlement that is being built on
  - ○ Cities give a point value of 2
  - ○ Resources can be collected from tiles surrounding a city
    - ■ If the dice roll is equal to the number value assigned to a resource surrounding a settlement, two of that resource is collected
  - ○ Cities will require X attacks on it to be destroyed (1 or 2 more than settlements)
  - ○ Cities obey the remainder of the rules set by settlements

- ● Military Units
  - ○ Military Units are built from the following resources
    - ■ Resource 1
    - ■ Resource 2
    - ■ Resource 3
    - ■ X Gold
  - ○ Military Units may move OR attack once per turn
    - ■ If moving along a road built by the owner of the military unit, +1 Movement is granted
      - ● Limit +1 movement per turn
      - ● Unit may use this extra movement to attack
  - ○ Attacking Information
    - ■ Unit may attack enemy units, settlements, or cities in an adjacent tile (the attacking unit must share an edge of the tile with the unit being attacked)
    - ■ More Information about Attacking, Health, Etc. TBD

Initial Set-Up

Each Players Turn

- ● The player whose turn it is will roll the dice
- ● Any player who has a settlement/city next to a tile which has the same number assigned that is rolled will collect the resource for that tile (1 per settlement, 2 per city)
  - ○ example: Player 3 rolls 6. Player 1 has a settlement built next to a tile that has the resource ore, and a value of 6. When the 6 is rolled, player 1 collects 1 ore.
- ● Players will then have the following options
  - ○ Build
  - ○ Move (Military Units)
  - ○ Attack
  - ○ Trade

Note: A Player may build/move/attack/trade at will on his turn, they will not need to be

done in any specific order, and the player can do as much as he/she wants to as long as their resources allow.

- Building
  - Players will be brought to a build screen (side overlay, or new screen?)
  - There will be a list of the items that can be built, the resources required, and if the player has the resources necessary to build
  - Once the player has tapped (double tapped, tapped then selected ok, or whatever is chosen) They will be brought back to the board screen where they can place the item being built on applicable tiles
  - Applicable build locations
    - Roads
      - tile edge connected to another one of your roads, settlements, or cities
    - Settlements
      - can be built next to one of your roads
    - Cities
      - built on top of settlements (replaces the settlement)
    - Military Units
- Moving
- Attacking
- Trading
  - A Player may offer trades to players for resources
  - The trading player may accept, deny, or modify the trade
    - if a trade is modified, the new proposal will go back to the original trading player
  - A Player may only offer trades if it is his turn, and may trade as much as he likes within his turn
  - A Player may trade resources 4:1 with the bank

  Note: A Players resources are kept hidden, therefore Players may offer trades that are not possible, in this case the trade will still be offered, but the other Player will only be able to deny or modify the trade: If online multiplayer is implemented, there will be a timer on trades so the gameplay will continue if users are afk

Winning

- A Player will win the game by earning X number of points
- Points
  - 1 Point per Settlement
  - 2 Points per City
  - more points for other things…

Note: Points are only counted for the current game state, not for what has been done (points can be lost by cities being destroyed, etc.)