Tile

Ordinal of resource 🡪 Red intensity

Value of number token 🡪 Green intensity

Presence of robber 🡪 Blue intensity

Community

Ordinal of type 🡪 Red intensity

Affiliation 🡪 Green intensity

Road

Ordinal of type 🡪 Red intensity

Affiliation 🡪 Green intensity

Bank

Number of bricks 🡪 Red intensity

Number of lumbers 🡪 Red intensity

Number of ores 🡪 Red intensity

Number of grains 🡪 Red intensity

Number of wool 🡪 Red intensity

Number of development cards 🡪 Red intensity

Probability that a development card is a knight card 🡪 Red intensity

Probability that a development card is a victory-point card 🡪 Red intensity

Probability that a development card is a road-building card 🡪 Red intensity

Probability that a development card is a year of plenty card 🡪 Red intensity

Probability that a development card is a monopoly card 🡪 Red intensity

Active Player

Number of victory points 🡪 Red intensity

Number of bricks 🡪 Red intensity

Number of lumbers 🡪 Red intensity

Number of ores 🡪 Red intensity

Number of grains 🡪 Red intensity

Number of wools 🡪 Red intensity

Number of development cards 🡪 Red intensity

Number of knight cards 🡪 Red intensity

Number of victory-point cards 🡪 Red intensity

Number of road-building cards 🡪 Red intensity

Number of year of plenty cards 🡪 Red intensity

Number of monopoly cards 🡪 Red intensity

Each Player Clockwise After Active Player

Number of victory points 🡪 Red intensity

Number of bricks 🡪 Red intensity

Number of lumbers 🡪 Red intensity

Number of ores 🡪 Red intensity

Number of grains 🡪 Red intensity

Number of wools 🡪 Red intensity

Number of development cards 🡪 Red intensity

Probability that a development card is a knight card 🡪 Red intensity

Probability that a development card is a victory-point card 🡪 Red intensity

Probability that a development card is a road-building card 🡪 Red intensity

Probability that a development card is a year of plenty card 🡪 Red intensity

Probability that a development card is a monopoly card 🡪 Red intensity