

Catan: Revolutions

This is our version of 2-player Catan, in which players can use an AI-assist button to get suggestions on building roads and settlements.

How to Play

There are two players playing on one machine. They decide amongst each other who is Player 1 and who is Player 2.

To start off the game-

- 1) Both players build 2 settlements and 2 roads anywhere on the board
- 2) Both players roll the dice to determine their starting resources

After these initial settlements and roads have been created and player inventories filled with starting resources, the game can progress normally wherein on a player's turn they:

- 1) Must first roll dice for resource production, i.e. the number they roll corresponds to the resource they get, based on whether or not they have a settlement bordering that resource
- 2) Perform any actions:
 - a) Use resources to build a road, settlement, or convert a settlement to a city
 - b) Trade with bank: Give 4 of any resource of your choice for 1 resource of your choice
 - c) Use AI-Assist: Get suggestions on where to build
 - d) Use influence tokens: Steal a resource from opponent or force a trade (i.e. give 2 resources of your choosing from your inventory and gain 2 random ones from the opponent)
- 3) Lastly, player must end their turn to signal next player's turn

Rules

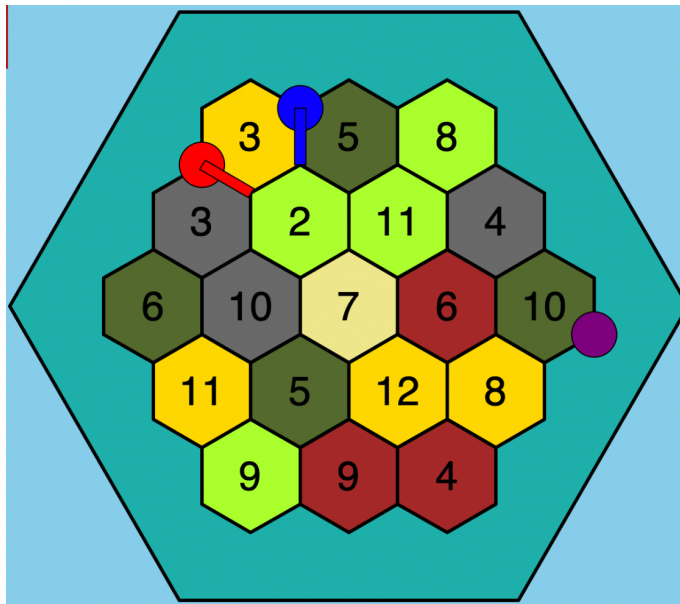
These rules are based off of Catan Traders and Barbarians expansion pack as well as base Catan and Catan Rivals.

Resources

The island of Catan has the following resources, denoted by their colors:



The board is always randomly generated in terms of placement of these resources, and they have a random number associated with them as well, used to calculate resource allocation:



Lets say that red player rolls the dice and the result is 3, then since both red player and blue player have a settlement bordering 3 on the board, they both gain 1 grain. However, as red player borders another 3, they also gain 1 rock.

Players can view their resources anytime on their turn using resource cards button.

Building

Players can build roads, settlements and convert settlements to cities on their turn by using the resources from their inventory.

- Settlements cost 1 lumber, brick, wool, grain
- Cities cost 3 rock and 2 grain
- Roads cost 1 lumber and brick

Players use build button to build objects. Note: Roads must be connected to settlements and cities can only be built to replace a settlement.

Influence Tokens

When playing 2 player Catan, it becomes difficult to trade with an opponent and dry when just trading with the bank. In order to ameliorate this fact, players can play their influence tokens. There's not many in the game currently, so use them wisely!

Number: Both player Red and player Blue each get 5 tokens.

Cost: 1 token for each action

How to use: They can be used for the following actions-

- 1) Gunship diplomacy: Player 1 can force Player 2 to trade, and can draw 2 random resources from Player 2's inventory. Player 1 must give two resources of their choosing to Player 2 as well. If Player 2 only has 1 resource, Player 1 can still take it but they still must give 2 resources from their inventory.
- 2) Mercenaries: Player 1 steals 1 resource from Player 2.

Players use Influence Tokens Button to use them, and text GUI to select which action to perform.

Trading with the Treasury:

Players can choose to trade 4 of the same resource from their inventory for 1 resource of their choice from the Treasury.

Players use Trade button for this action.

Winning and Strategies

Victory Conditions: First to 11 points wins. Since everyone has 2 Victory points to begin with (since they initially already have 2 settlements built), only 9 more needed.

Ways to get points include-

- 1) Each city is 2 points
- 2) Each settlement is 1 point
- 3) Strongarm: 3 mercenary cards played is 3 points (only one player can get this)
- 4) Attrition: 3 cities on coast is 2 points (only one player can get this)

Scenarios:

Say P1 focuses on attrition strategy. The points they get with #4 fulfilled is
 $2 \text{ (attrition)} + 6 \text{ (3 cities)} + 3 \text{ (3 settlements)} = 11$

Say P2 focuses on strongarm strategy. The points they get with #3 fulfilled is
 $3 \text{ (strongarm)} + 4 \text{ (2 cities)} + 4 \text{ (4 settlements)} = 11$