## **Project Overview**

## SETTLER’S OF CATAN

Catan takes the modern day classic game of Settlers of Catan and brings it to the virtual table online. Catan will feature the same trademarks of its tabletop namesake and will support from one to four players. Much like the board game, this version will be expandable as well. The point of the game is to achieve the most victory points by building cities or for special achievements like building the longest road.

When the game begins, players will take turns claiming land on border regions between territories. Upon each player’s turn, that player will roll two dice, and the regions corresponding to the number rolled will generate resources for the players who have property adjacent to those territories.

Players will use their resources to build cities, settlements, and roads. No one player is able to generate all five of the necessary resources needed to accomplish this task and must barter for resources among each other.

The thief is a piece that also occupies the board. At the start of the game, he resides in the wasteland/desert region. When a player rolls a 7, the thief must be moved to another region. Any region occupied by a thief may not produce any resources. Also, when a 7 is rolled, anyone who has more than 7 resource cards in hand must choose half of them to discard.

## Player Turn Cycle:

### **Dice Roll**

A Player rolls the two dice. The region with a number that corresponds to the number rolled generates resources. 

* + A player receives one resource for each settlement bordering the region.
  + A player receives two resources for each city bordering the region.
  + If there aren’t enough resources to fulfil everyone’s production, no one receives a resource that turn. The only exception is if this affects only one player.

### **Trade**

Players may trade their resources freely using the following methods:

* + Domestic trade is trade between other players. Players select another player who has a resource they desire and offer a resource they are willing to trade. The players agree to terms and the trade occurs.
  + Maritime trade is where a player can trade four of any resources to the bank for any one other resource. Certain regions have trade bonuses of 3:1 and 2:1 for specific trading resources. A settlement on the harbor is also not necessary for a 4:1 trade.

### **Build**

Players may build cities and settlements (houses), roads to connect them.

##### Road

|  |  |
| --- | --- |
|  | * + - Requires 1 Brick, 1 Lumber     - Building at least 5 road segments earns the longest road achievement worth 2 victory points.     - Building a longer road than the player who has the longest road takes the achievement from the previous title holder. |

##### Settlement

|  |  |
| --- | --- |
|  | * + - Requires 1 Brick, 1 Lumber, 1Wool, & 1 Grain     - Distance Rule: May only build a settlement at an intersection whose adjacent intersections are vacant     - Each settlement must connect to at least one of each respective player’s road     - When a region generates a resource, 1 resource may be collected for each settlement adjacent to that region.     - Each settlement is worth 1 victory point. |

##### City

* + - Requires 3 Ore, 2 Grain
    - Cities can only be established by upgrading a settlement
    - When a region generates a resource, 2 resource may be collected for each settlement adjacent to that region.

### **Buy a Development Card**

* Requires 1 Ore, 1 Wool, 1 Grain
* One of 3 cards are randomly selected and added to the player’s hand

##### Knight:

* + - Immediately removes the robber from the region
    - Stays on the board, and the first player to reach 3 knights earns the achievement “Largest Army”
    - If another player has more knights than the current title holder, that player gets the title and the former will lose the title.

##### Progress:

* + - Each progress card has certain instructions and then the card is removed from play.
      * “Road Building” immediately add two free roads to the board
      * “Year of Plenty: Earn any two resources to build in the same turn.
      * “Monopoly”: Select one type of resource. All other players must give the player all of the resources of that type.

##### Victory Point

* + - * 1. Adds one victory point to the player score

## Game Cycle

The players continuously take turns in this fashion until one reaches 10 Victory Points.