# Settlers of CATAN

USER GUIDE

Will Buerger - CS15 - Indy Final Project

GAME RULES

The Board

    The Settlers of Catan board consists of 19 terrain tiles, each producing one of five resources: brick, ore, wheat, lumber, or wool. Also, one tile is the desert, which produces nothing (see labeled image below). The game board consists of the hexagonal tile arranged in a larger hexagonal-ish shape. Each tile is assigned a number 2-12, which corresponds to a dice roll combination; the dots beneath the number represent the relative probability that the number is rolled. When that number is rolled, the tile produces its resource for any player who has territory bordering it. The "robber", a figure that blocks a tile from producing resources, starts the game on the desert tile. This is an example of one randomly-generated game board:
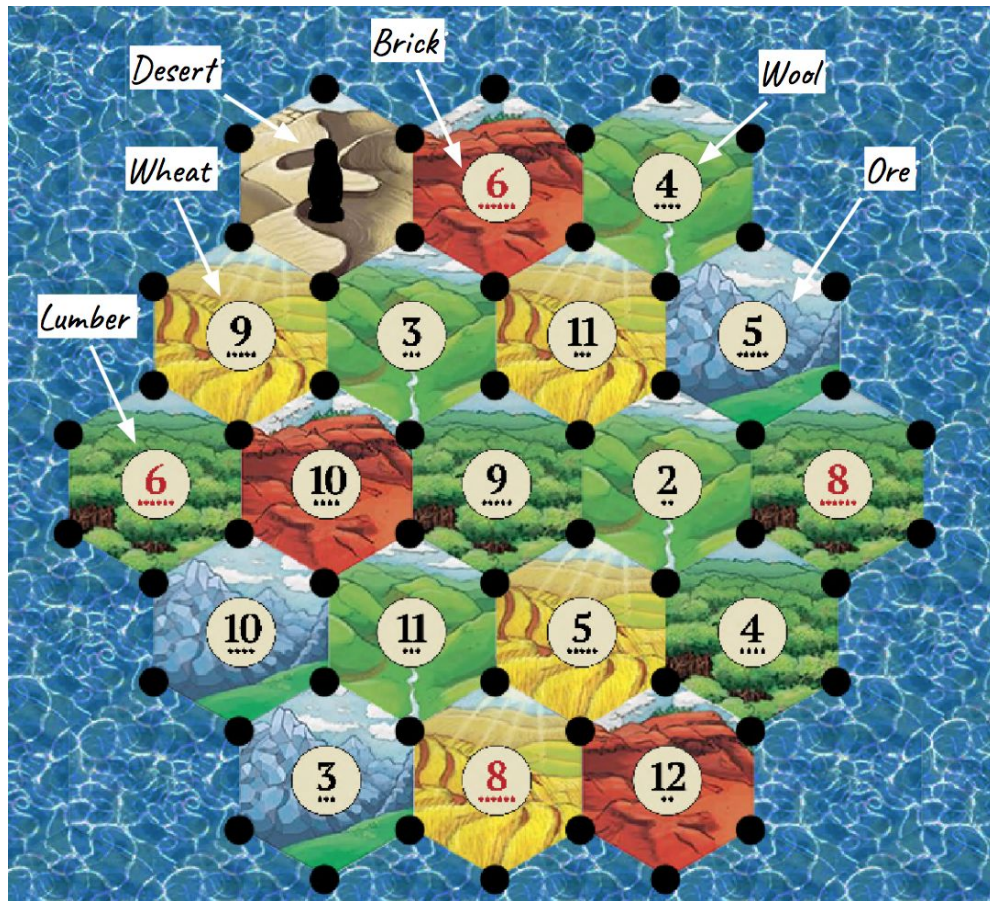

Objectives

    The player's goal is to settle the island and expand their territory to become the largest in Catan (by being the first player to reach 8 points). Players can get points as follows:

- 1 point for each settlement
- 2 points for each city
- 2 points for the longest road
- 2 points for the largest army
- 1 point for indicated development cards

Starting the Game

Before gameplay begins, each player places two settlements and two roads and chooses initial resource cards. Settlements can be placed at the corners of any tiles (indicated by black circles in the image on the previous page) ONLY if all directly adjacent corners are vacant, and roads can be placed along the sides of tiles (indicated by lines in the image below).
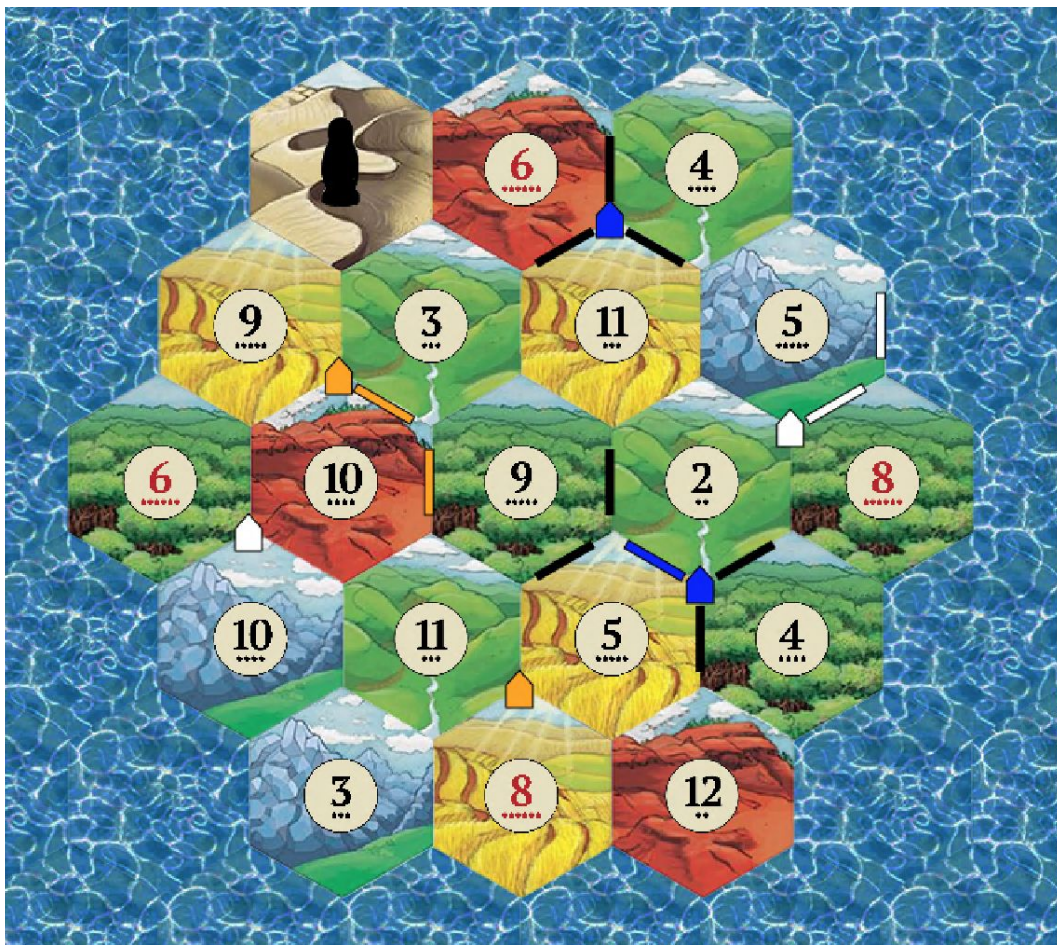

During set-up, start by rotating once through the players, having each player place one settlement. In the next rotation, the last player from the previous rotation will go first; rotate in the opposite direction, each player placing a second settlement.

Follow the same order for placing two roads (in the image on the previous page, the blue player is placing its second road).

Once all players have placed both roads, each player chooses one of their two settlements from which to receive initial resource cards (one card from each of the surrounding tiles).

Gameplay

After set-up is complete, actual gameplay begins with all players taking turns in a circle. Each turn, you must first roll the dice, then you may use your cards to build roads/settlements/cities and buy development cards. After rolling the dice, the action buttons will become available only when the current player has the resources available to complete one of those actions. If you choose one of the buttons, there is no cancelling. For example, if you press "Buy a Road", you **must** place a road on the board for the gameplay to continue. In this version of the game, there is no privacy! All players can see all other players' hands and how many points they have at every moment.
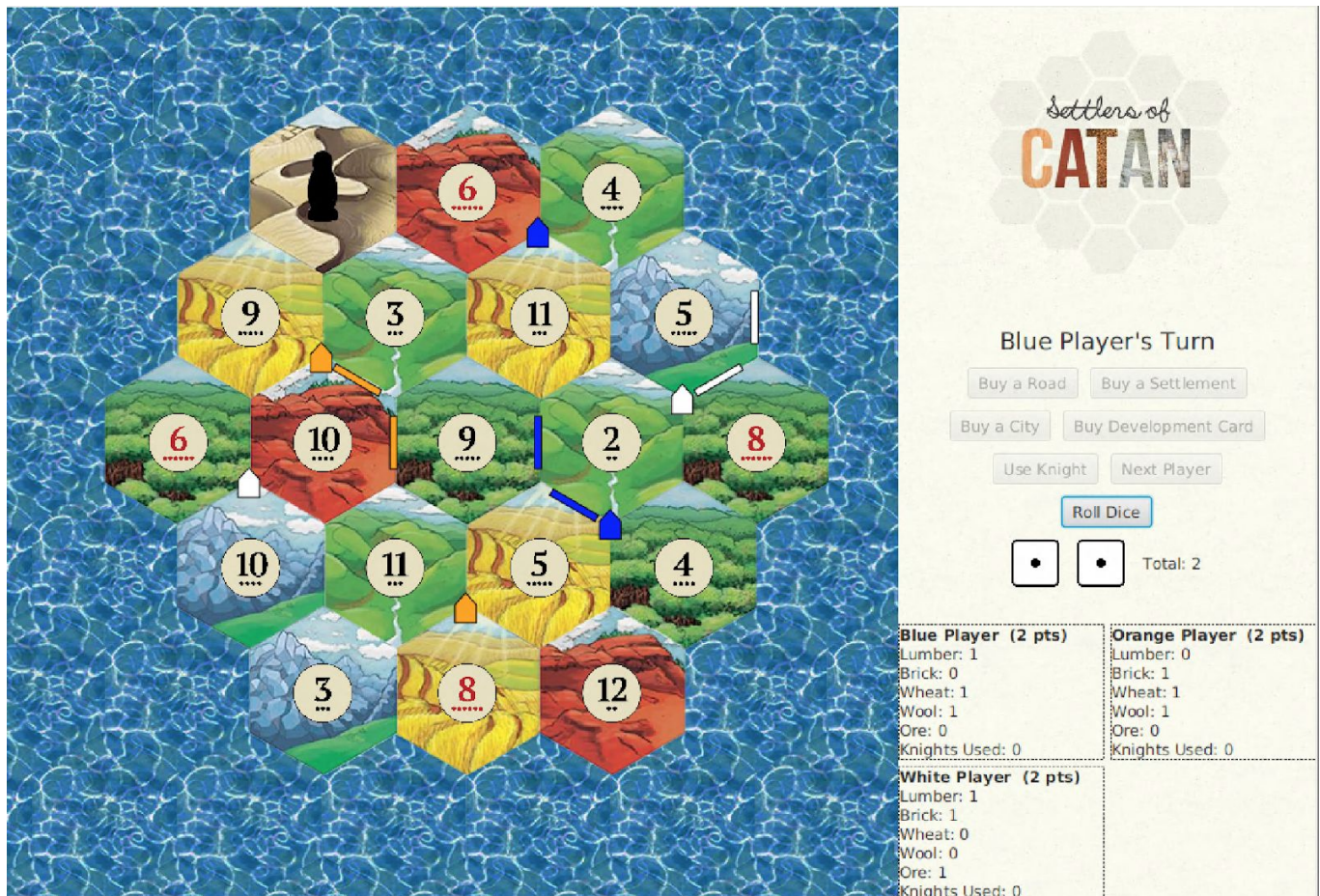
Rolling the Dice

You begin your turn by rolling both dice; the sum of the dice determines which tiles produce resources. Each player who has a settlement on an intersection that borders a tile marked with the number rolled receives one resource of that tile's type. Those resources are automatically added to the

player's hands. If you have multiple settlements bordering a tile, you receive one resource per settlement; each city receives two resources.

In the case that a total of seven is rolled (the most probably combination), the roller gets to move the robber. The robber only exists on one tile at a time; that tile cannot produce any resources. Immediately when a seven is rolled, the robber is removed from its previous location, and the player must click a tile for the robber to reside; they are allowed to choose the same tile as before.

Building and Buying

After resources have been distributed, you can build. Through building, you can increase your victory points, expand your road network, improve resource production, and/or buy useful Development Cards (see Objectives). To purchase any item, you must pay specific combinations of resources as listed here:

Item	Cost
Road	1 Lumber + 1 Brick
Settlement	1 Lumber + 1 Brick + 1 Wool + 1 Wheat
City	3 Ore + 2 Wheat
Development Card	1 Ore + 1 Wool + 1 Wheat

Roads

Roads cost one Lumber and one Brick. A new road must always connect to at least one of your existing roads, settlements, or cities; it cannot stand alone on the board, and only one road can be built on each side of a tile.

The first player to build a continuous road (*not counting forks*) of at least five road segments receives the "Longest Road" award, which adds two points to that player's score. If another player builds a longer road than the one created by the current "Longest Road" owner, that other player immediately takes the "Longest Road" and its two points.

Settlements

Settlements cost one Lumber, one Brick, one Wool, and one Wheat. Settlements can only be built at an intersection if all three adjacent intersections are vacant. That means that all new settlements must have **a minimum** of 2 roads built between it and a previous settlement. Regardless of whose turn it is, when a tile produces resources, you receive one resource per settlement at that tile.

Cities

Cities cost three Ore and two Wheat. You may only build cities by upgrading one of your previously-existing settlements. Cities produce twice as many resources as settlements.

Development Cards

Each development card costs one Ore, one Wool, and one Wheat. When you purchase a development card, you automatically receive the card at the top of the deck. There are two types of development cards: Knights and Victory Points.

The Knight cards are most common. When you play a Knight card, you get to move the robber, just like when a seven is rolled. The first player to use three Knight cards receives the "Largest Army" award, which adds two points to that player's score. If another player later uses more Knight cards than the current "Largest Army" owner, that other player immediately takes the "Largest Army" and its two points.

The Victory Point cards are less common, but when you receive one, it automatically adds one point to your score.

Ending the Game

The game automatically ends when one player reaches a total of 8 points. A pop-up box will appear to notify you who won the game!