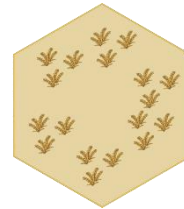| Zander | | VP | #S | LR |
|---|---|---|---|---|
| Res | Dev | 2 | 3 | 1 |
| | | #R | #C | LA |
| 7 | 0 | 15 | 4 | 0 |

Res -> Resource hand size
Dev -> Development hand Size
VP -> current victory points
#S -> number of settlements left to place
LR -> length of longest road
#R -> number of roads left to place
#C -> number of cities left to place
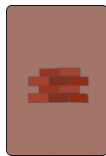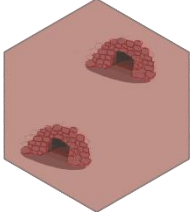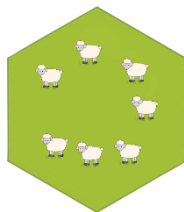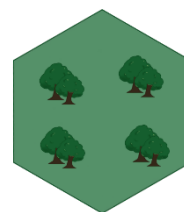LA -> size of army

❌ None
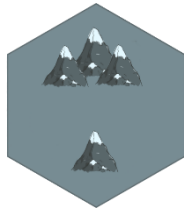
Ore

Wheat

Brick

Sheep

Wood

| TRADE | ROAD | SETTLE | CITY | DEV CARD | END |
|---|---|---|---|---|---|

Trade -> select the resources to give (left) and take (right)
Road -> costs 1 wood and 1 brick to play a road
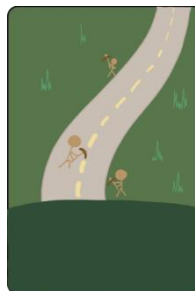Settle -> costs 1 wood, 1 brick, 1 sheep, and 1 grain to play a settlement
City -> costs 2 wheat and 3 ore and upgrade 1 settlement to a city
Dev Card -> costs 1 wheat, 1 ore, and 1 sheep and buy a dev card

Knight: Play the knight card to move the robber and add one to your army size

Monopoly: Play and pick a card to get all cards of that type from every player

Road Building: Play the card and immediately build two roads for free

Year of Plenty: Play and gain two resource cards of the same type

Victory Point: A free secret victory point DO NOT NEED TO PLAY TO GAIN POINT

* You can only play 1 development card per turn, and not it can't be the same turn it's bought

+1

# Rules

## Produce Resource

Building settlements & cities produce resources. Resources are produced when any player does a dice roll. Whomever has a settlement or a city in the border of the dice number will receive the resource shown in the tile. Settlements produce 1 resource and cities produce 2 resources.

## Rolling 7 & Robber

When a player rolls a 7, they get to place the robber on any tile they wish. Robber prevents gaining resource from the tile it is on.

## Use Resources

- Build Road: Wood & Brick
- Build Settlement: Wood, Brick, Wool, Grain
- Build City: 2 Wheat & 3 Ore
- Buy Development Card: Wool, Grain, Ore
- Trade with other players

## Development Cards

- Knight: Place robber in any tile and steal 1 card from an adjacent tile.
- Year of Plenty: Take 2 cards of the same type from bank.
- Road Building: Build 2 roads.
- Monopoly: Steal all instances of a single type of card from every player.
- Victory Point: Gain 1 victory point.

## Trade

Bank: On default you can give 4 of the same type of card to obtain 1 of any other type.

Bank with Ports: If you have a settlement or city near a port you automatically use that ports specialty. If you have 3:1 it means that you can trade 3 of the same type of card to obtain 1 of any other type. If you have 2:1, then you can trade 2 of the corresponding type to obtain 1 of any other card.

## Longest Road

The player with the longest consecutive road earns 2 victory points. A minimum of 5 consecutive roads need to be placed in order to get this bonus.

## Largest Army

The player to use the most amount of Knight cards earns 2 victory points. A minimum of 3 Knight cards needs to be used in order to get this bonus.

## Points

- Settlement: 1 point
- City: 2 points
- Longest Road: 2 points
- Largest Army: 2 point
- Victory Points Development Cards: 1 point

## Win the game at 10 Points.