Character Panel Description

| Stephen | ⭐ | 0 | (length of longest road) | 0 | 🗡 | 0 |
| (resources) | 0 | (roads) | 15 | 🏠 | 5 | 🏠🏠 | 4 |

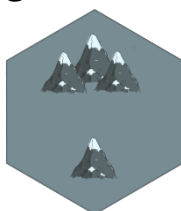|			
Stephen — Player Name	⭐ — victory points	(road) — length of longest road	🗡 — size of army
(cards) — Resources Hand Size	(road piece) — roads left to place	🏠 — settlements left to place	🏠🏠 — cities left to place

Hexes and Resource Type
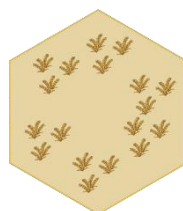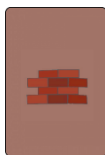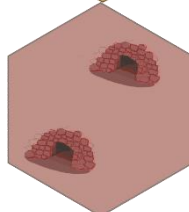
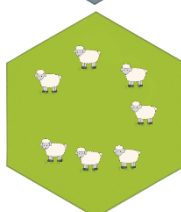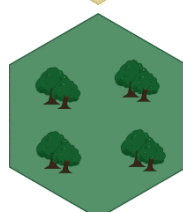|					
(desert hex)	❌ None	(mountain hex)	(ore) Ore	(wheat field hex)	(wheat) Wheat
(brick/clay hex)	(brick) Brick	(sheep hex)	(sheep) Sheep	(forest hex)	(wood) Wood

Actions and Costs

Trade -> select the resources to give (left) and take (right)

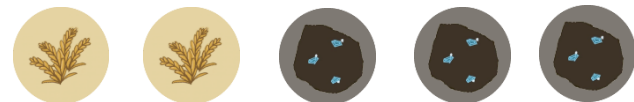**Settle** -> costs 1 wood, 1 brick, 1 sheep, and 1 grain to play a settlement

(wood) (brick) (sheep) (wheat)

Road -> costs 1 wood and 1 brick to play a road

(wood) (brick)

Dev Card -> costs 1 wheat, 1 ore, and 1 sheep and buy a dev

(wheat) (ore) (sheep)
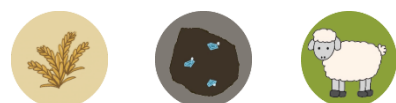
City -> costs 2 wheat and 3 ore and upgrade 1 settlement to a city card

(wheat) (wheat) (ore) (ore) (ore)

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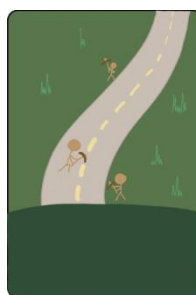
Road Building: Play the card and immediately build two roads for free

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

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

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

* You can only play 1 development card per turn

+1

Rules
(taken from colonist.io)

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.