

## Character Panel Description



Player  
Name



victory  
points



length of  
longest road



size of  
army



Resources  
Hand Size



roads left  
to place

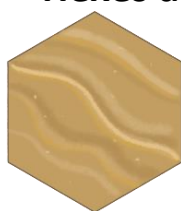


settlements  
left to place

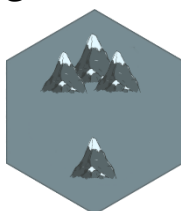


cities left  
to place

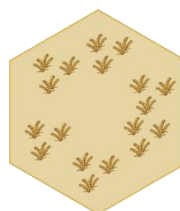
## Hexes and Resource Type



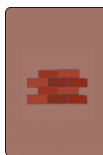
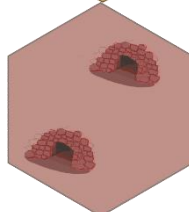
None



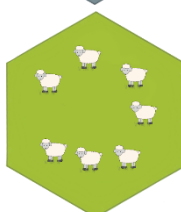
Ore



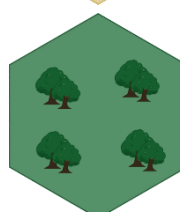
Wheat



Brick



Sheep



Wood

## Actions and Costs

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

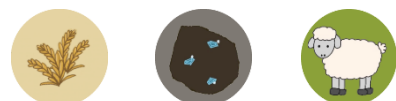
**Settle** -> costs 1 wood, 1 brick, 1 sheep, and 1 grain to play a settlement



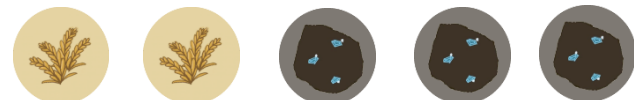
**Road** -> costs 1 wood and 1 brick to play a road



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



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



## Dev Cards and Effects

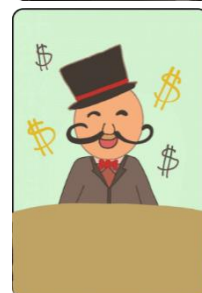


**Road Building:** Play the card and immediately build two roads for free

**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, and it can't be the same turn it's bought

## 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.**