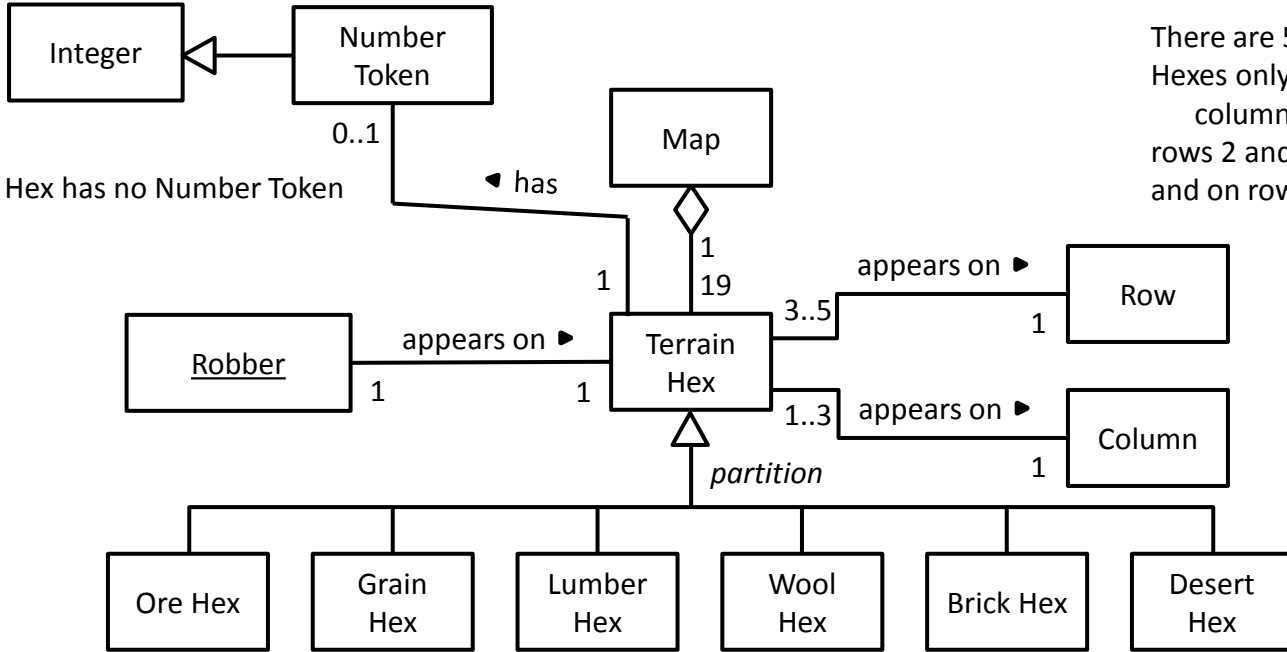


The number tokens are: 2, 3, 3, 4, 4, 5, 5, 6, 6, 8, 8, 9, 9, 10, 10, 11, 11, 12

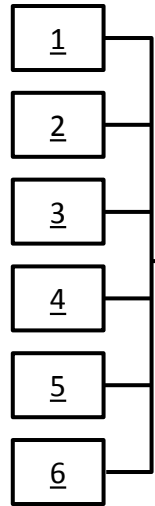


Only the Desert Hex has no Number Token

There are 5 rows and 9 columns.
 Hexes only appear on rows 1 and 5
 columns 3, 5 and 7,
 rows 2 and 4 columns 2, 4, 6 and 8,
 and on row 3 columns 1, 2, 3, 4, 5.

There are 3 Ore Hexes, 4 Grain Hexes, 4 Lumber Hexes, 4 Wool Hexes, 3 Brick Hexes, and 1 Desert Hex.

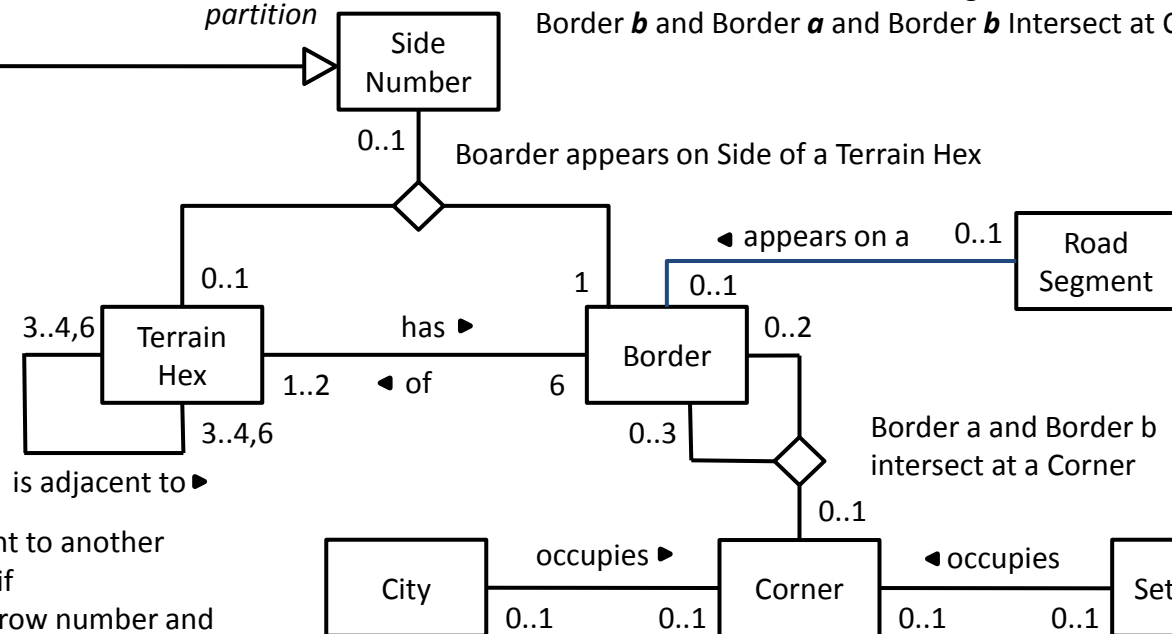
NOTE: Side 1 is on the Northeast side, side 2 is on the East side, side 3 is on the SouthEast side, side 4 is on the Southwest side, Side 5 is on the West Side, and side 6 is on the Northwest side.



A Border is the Border of 2 Terrain Hexes *a* and *b* if and only if *a* and *b* are adjacent to each other.

If a Player *p* has a Settlement or City that occupies a Corner *c* then there must be a Border *a* and Road Segment *r* owned by *p* such that *r* appears on Border *b* and Border *a* and Border *b* Intersect at Corner *c*.

partition



is adjacent to ►

0..1

Border appears on Side of a Terrain Hex

0..1

has ►

0..1

◄ appears on a

0..1

Road Segment

3..4,6

Terrain Hex

1

Border

0..2

1..2

◄ of

6

0..3

Border a and Border b intersect at a Corner

A City and Settlement cannot occupy the same Corner

0..1

Corner

City

occupies ►

0..1

Corner

◄ occupies

0..1

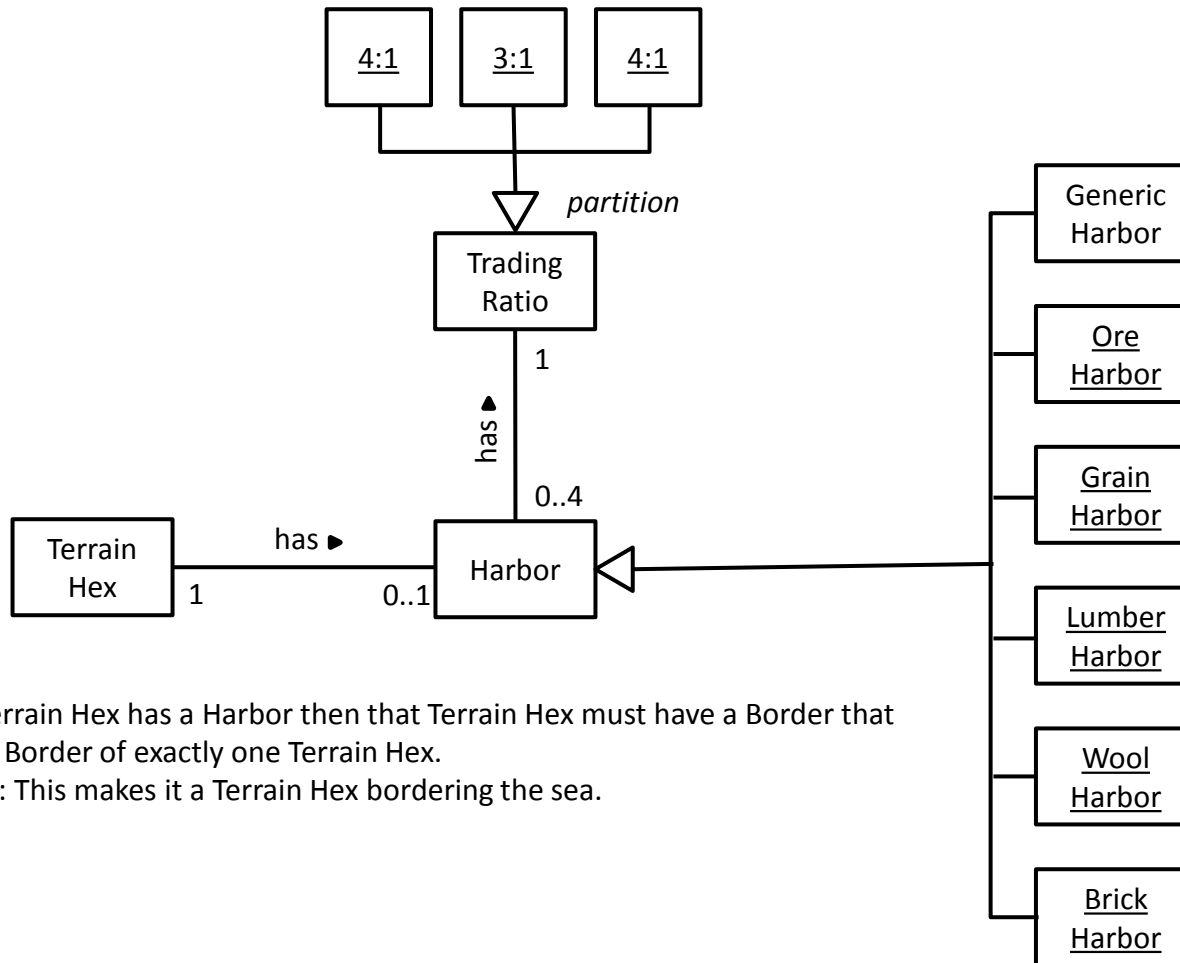
Settlement

A Terrain Hex is adjacent to another Terrain Hex if and only if they have the same row number and their column numbers differ by 2, or, their row numbers differ by 1 and their column numbers differ by 1.

If *a* and *b* border the same Terrain Hex and their Side Numbers, modulo 6, differ by 1 then Border *a* and Border *b* intersect at a Corner

If a City or Settlement occupies a Corner *c* then neither a City nor a Settlement may occupy another Corner of any Border that intersects at *c*.

If there are three distinct borders *a*, *b*, and *c* such that *a* and *b* intersect at Corner *x* and *a* and *c* intersect at Corner *y* then *x* must equal *y*.



Generic Harbors have a trading Ratio of 3:1. All other harbors have a trading ratio of 2:1.

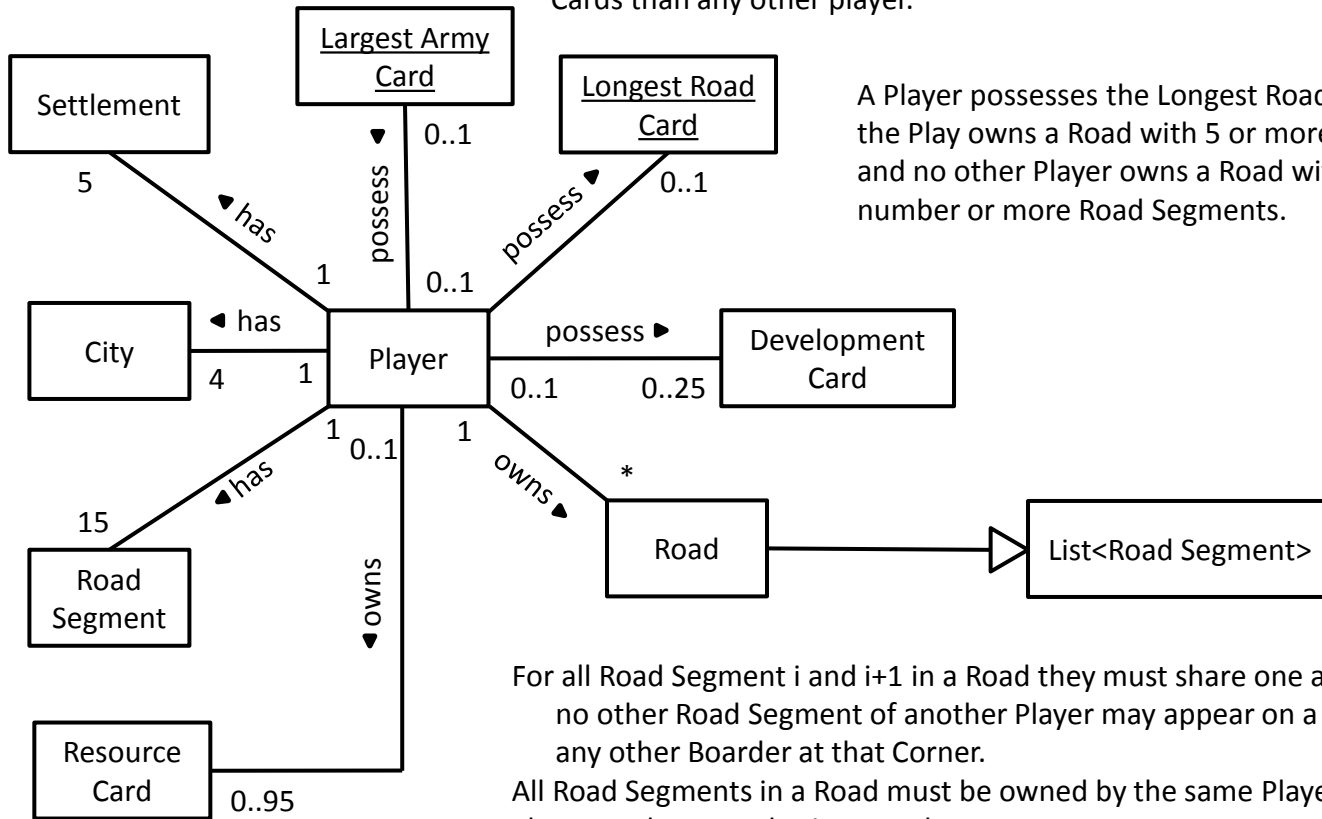
There are exactly 4 Generic Harbors.

If a Terrain Hex has a Harbor then that Terrain Hex must have a Border that is the Border of exactly one Terrain Hex.

NOTE: This makes it a Terrain Hex bordering the sea.

A Player possess the Largest Army Card if and only if they possess 3 or more Knight/Soldier Development Cards and possess more Knight/Soldier Development Cards than any other player.

A Player possesses the Longest Road Card if an only if the Play owns a Road with 5 or more Road Segments and no other Player owns a Road with the same number or more Road Segments.



For all Road Segment i and $i+1$ in a Road they must share one and only one Corner and no other Road Segment of another Player may appear on a Boarder that intersects with any other Boarder at that Corner.

All Road Segments in a Road must be owned by the same Player. There can be no cycles in a Road.

A Resource Card is either owned by the Bank or a Player.



NOTE: The first Player to have 10 or more Points wins the game.

If a Player p has n points then $p =$ number of Settlements that p possesses + 2 * the number of Cities p possesses + the number of Victory Cards p possesses + 2 if p possesses the Largest Army Card + 2 if p possesses the Longest Road Card.