

Use 2 tray card holder & the Robber is in the desert  
Each player choses a color: Red, Orange, Blue or White  
Each player puts one settelment & one road on their color

Settlement looks like a house  
City looks like a church  
Road is a colored stick about one inch long

Each player in turn rolls the dice

**N** **Y**  
**O** **E**  
**S** "7" rolled?

All players with over 7 Resouce Card discard half of them (round down)

Settlements & Cities adjacent to rolled number get resources: Settlmnts get 1; Cities get 2

Move the Robber to another location

Get one Resouce Card from a player whose settlement or city borders the Robber

Player may do the following in any order & Multiple times

Trading

Trade resouces with another player  
&/OR Trade resources with bank: 4 of the same for one of choice (4:1)  
Harbor rates: (3:1) or (2:1)

Bulding

Build a Road next to a settlement or city (Chance for Longest Road Card)  
&/OR Build a Settlement next to a road at least one segment between settlements  
&/OR Build a City to replace a settlement

Play a Card

Play one Delopment Card Chance for Largest Army Card)  
&/OR Build a Settlement next to a road at least one segment between settlements  
&/OR Build a City to replace a settlement

Next Player