



# KOLONISTEN

CITYGAME

Today, the city is your playing field for an exciting **Settlers city game**. Collect resources, build trade routes, establish villages and cities, and prove yourself as a true settler.

Just like in the board game, you can buy development cards and knight cards, and **raid cities and villages**. Work together with other teams, trade with virtual merchants, or take on extra photo challenges, such as: "Take a photo of your team raiding the city!"

The more creative you are, the **more points** you'll earn and the better your chances of winning.

As you explore the city, your playing field will gradually unfold. You'll reveal more of the game map and come across essential **resources** your team needs. Work together to collect the right resources and strategize to **conquer** roads, villages, and cities from rival teams. The goal is to build the strongest settlement, outplay the competition, and claim victory!

**PAY ATTENTION TO TRAFFIC!**

# SETTLERS GAME INSTRUCTIONS

Just like in the board game, your goal is to collect as many resources as possible and use them to build villages and cities, earning victory points along the way.

On your phone, you'll see a map of the city center with villages, banks, and cathedrals marked on it. Walk to the village in your team's color, and you'll see the surrounding area change to match your color, this marks your playing field.

You play the game by moving around and performing actions. As you walk through the city, your game character  will move across the map on your phone. The city map is overlaid with a hexagonal grid, where each tile represents an area containing a specific resource. At the start of the game, the playing field is unexplored. As you move through the city, you'll gradually uncover new areas and receive a one-time resource bonus for each newly discovered area.

## STARTING THE GAME

Head toward your village, (matches the color of your game character). Once you're nearby, icons  will appear around the area. Click on one of these icons to build a road. See the "Actions in the Game" section for all available actions.

## RESOURCES

Each village you build is adjacent to resource-generating areas. Every minute, your team will receive resources from these surrounding areas. The following resources are available in the game:

	Grain
	Ore
	Brick
	Wool
	Lumber

**Important:** Your team can hold a **maximum of 15 units** of each resource at any time.



## ACTIONS IN THE GAME

You can use resources to perform various actions. Tap one of the **Action** icons on your phone to activate them.



### Build a road



Construct a road along the edge of a hexagon. Roads must always connect to one of your existing roads.



### Build a village



**1 point**

Build a village. Villages generate resources from adjacent areas. You can only build a village along one of your own roads, and it must be at least two road lengths away from any other building.



### Upgrade to a city



**2 points**

Upgrade a village into a city. A city without a city wall can be raided by an enemy knight. If a city is raided, it will revert back to a village. A city can only be placed at least two road lengths away from any other building.



### Build a city Wall



**+ 1 point**

A city wall protects your city from enemy raids. A city with a wall is worth 3 victory points.



### Purchase development card



Development cards can grant the following possibilities:

- Knight card
- Library (1 victory point)
- Road building (2 free roads)
- City wall (1 free city wall)





### Playing a knight card

A knight (at the top of your screen)

Your game character transforms into a knight and can perform additional actions: neutralizing an enemy knight, driving away the bandit, and raiding an enemy city. You can only play a Knight Card when you are within the area surrounding your village or city.



### Raiding a city

Requires a knight

To raid an enemy city, make sure the city is within your action circle and tap on it. You will receive 3x  + 2x  as a reward, and after the raid, your game character will revert back to a settler.



### Defeating a bandit

Requires a knight

1 point

If a bandit is occupying an area near one of your villages or cities, you will lose one resource per turn. To remove the bandit, you must be in knight form and have the bandit within your action circle. Tap on the bandit to attack, and it will disappear for a period of time.



### Trading with a merchant

10 of one resource

3 points

Various merchants roam the game, each willing to trade a different type of resource.



### A trade route with another team

1 point

To trade with another team, tap the **Trade** button and follow these steps: First, select **Generate Trade Code** and share this code with the other team. The receiving team must then select **Enter Trade Code** and input the code. Once confirmed, both teams will receive **4 units of the same resource.**



### The Bank

1 point

If you connect one of your roads to a bank, you can trade resources at a better rate. With one bank connection, you can trade at a 1:3 ratio. With two bank connections, the exchange improves to 1:2. Additionally, each connected bank earns you a victory point.





### **Cathedral**

**5 points**

If you connect one of your roads to a cathedral, you will earn 5 victory points.

### **Largest knight army**

**5 points**

Once you have purchased at least 5 Knight Cards, you qualify to compete for the Largest Knight Army. If you are the first to have the most knights, you will receive 5 victory points.

However, another team can steal this bonus by acquiring more knights than you. Knight Cards do not need to be played to count toward this total.



# Game Screen

