Turn Overview: "The Settlers of Catan"

Object of the game: gain 10 victory points!

1. Roll the dice!
   - "7" rolled: Each player with more than 7 Resource Cards on his hand chooses and discards half of them (round down beforehand).
   - Move the robber onto another hex.
   - Draw one Resource Card at random from a player whose settlement or city borders the hex with the robber.
   - "7" was not rolled: Each player receives one resource for each settlement adjacent to the hex with the number rolled. (City: 2 resources.)

2. You may build, trade, and play one Development Card in the order of your choice.
   - Trading: You may trade resources with the other players and/or trade with the bank at a rate of 4 (of the same) to 1 (of your choice). Harbors allow for 3:1 and 2:1 trades.
   - Building: Pay the building costs and build a road, settlement, or city and / or buy a Development Card. You may build as long as your resource supply allows for it.
     - Road: place next to one of your settlements or cities. 
     - Possibly: change of "Longest Road"
     - Settlement: place on intersection next to your road. Follow distance rule of at least one intersection between settlements.
     - City: Remove own settlement and substitute with a city.
     - Development Card: you may play this on your next turn or later.

3. End your turn
   - Once you cannot or don't want to perform an action, your turn ends. It's the next player's turn (in clockwise order).

You may only play one Development Card per turn. If a Soldier card was played, look out for possible change of Largest Army card.