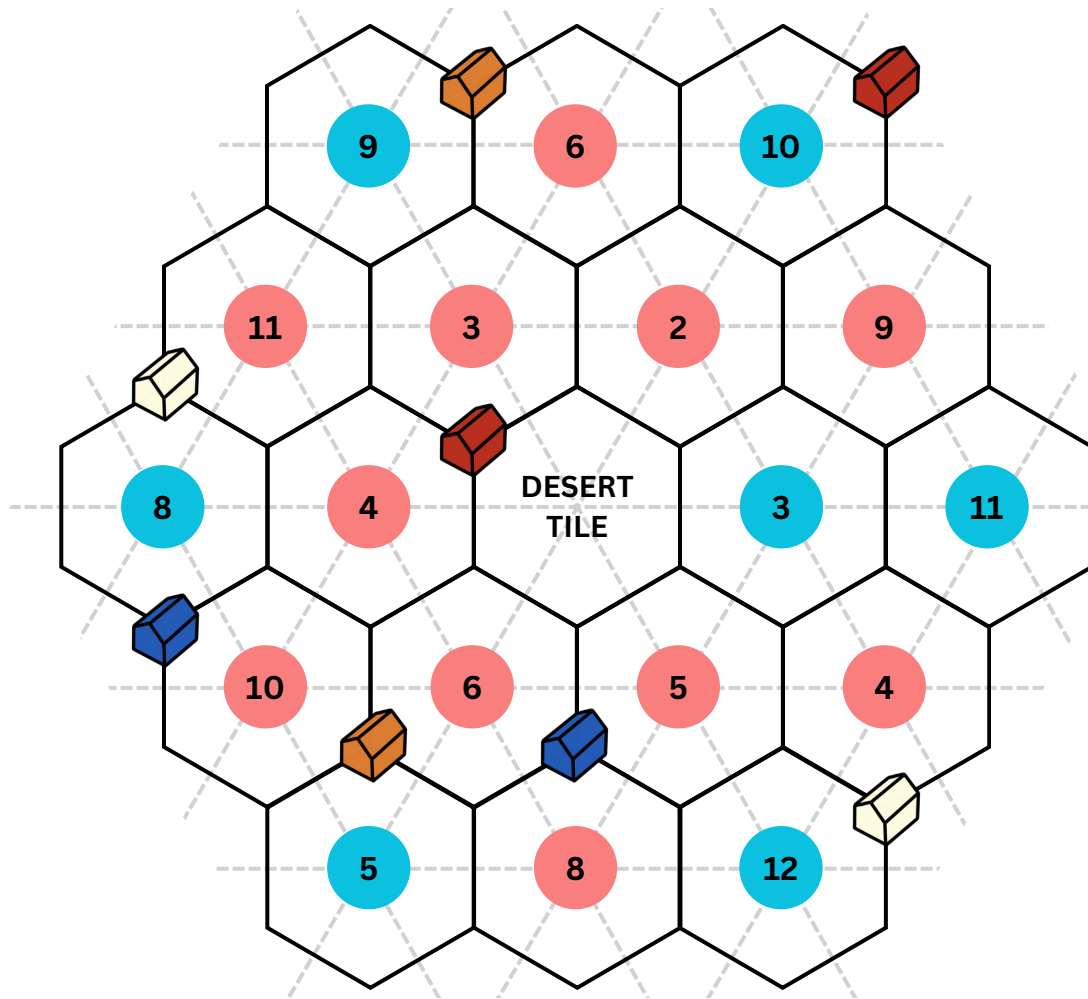
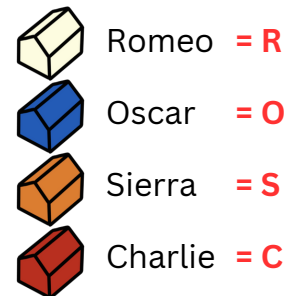




It's game night, and someone gets out the Settlers of Catan box. You know you are in for a long night because your friend, Ross, is adamant about you **reading the rulebook** first. Unsurprisingly, he has specific rules about how to set up the board - he is even a stickler for the **player order** when retrieving resources. Thirty minutes later, it's finally time to actually start the production phase, so you begin rolling to **see who benefits**. Funnily enough, the first seven rolls reveal what you shouldn't do at game night.



PLAYER ORDER:



FIRST 7 ROLLS:

1			C
2			R
3			OS
4			S
5			--
6			R
7			OSS

RULES FOR NUMBER PLACEMENT:


- The desert tile holds no number.
- No number appears twice in any row or diagonal (shown by dashed lines).
- The sum of four of the rows is 25, but the sum of the middle row is 26.
- Every number greater than seven sits in the outer ring of hexagons.
- The sum of the inner ring of hexagons is 23.

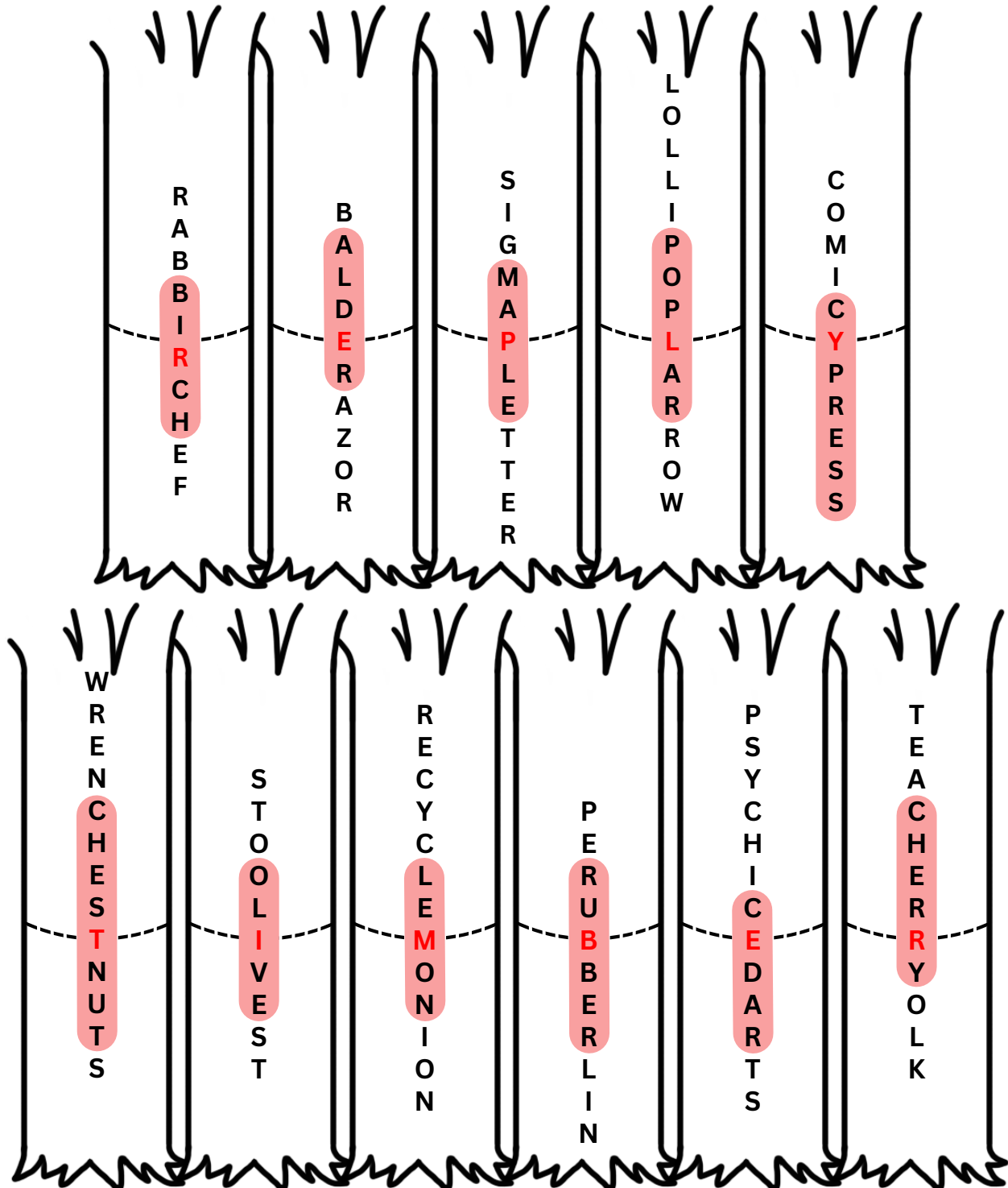


CROSS ROSS

Place the numbers logically using the rules, then treat player's names as NATO letters. Write down the letter of each roll's beneficiary(ies) using player order.





Among all five materials,  is one of the most precious commodities in the early game. You identify all the **types of trees** available, marking exactly where you'll cut each one down. Your opponents are asking for your next move, so what's left to do?



REPLY TIMBER



With each dice roll, players continue amassing resources -by-.
Only by intentionally **laying each row** and observing **every third column**
are you able to see for what bricks are most useful.

ROW 2

Sulk (4) **POUT**
Alfresco (7) **OUTSIDE**
Sweetie (4) **DEAR**
Spanish fleet (6) **ARMADA**

Solve the crossword clues and overlap the answers in the rows of the grid. Then, read out every third column (starting from the left of the rows) to reveal the answer.

ROW 4

Model airplane material (5) **BALSA**
Hero's tale (4) **SAGA**
Knife wound (4) **GASH**
Drops, as pounds (5) **SHEDS**

ROW 3


Korean or Thai, e.g. (5) **ASIAN**
Void, as a marriage (5) **ANNUL**
Can precede marine or marathon (5) **ULTRA**
Waiters' totes (5) **TRAYS**

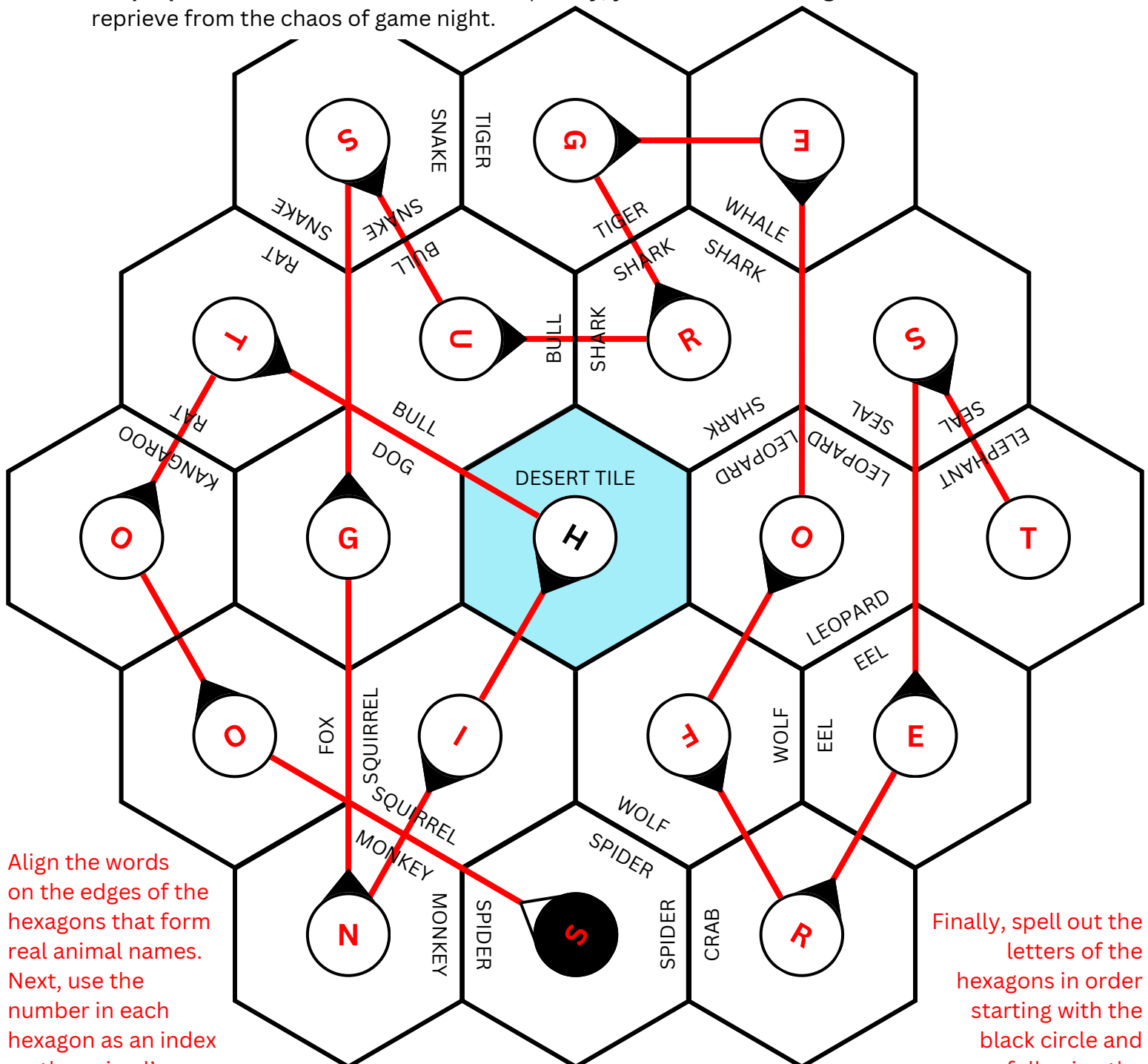
ROW 1

Short form, for short (4) **ABBR**
Groom's companion (5) **BRIDE**
With all one's heart (6) **DEEPLY**
Lumber sheet (7) **PLYWOOD**

BUILDING PATHWAYS



Just as you think of spending your , a herd of your friend's children and pets stampede through the room, bumping the table and breaking apart the gameboard. Luckily, the backs of the pieces are labeled, so you start by placing the blank desert square in the center of the board and connecting "bull" and "shark" as well as "spider" and "monkey" in the **proper orientations and locations**. Hopefully, you can **rebuild the gameboard** and find a reprieve from the chaos of game night.




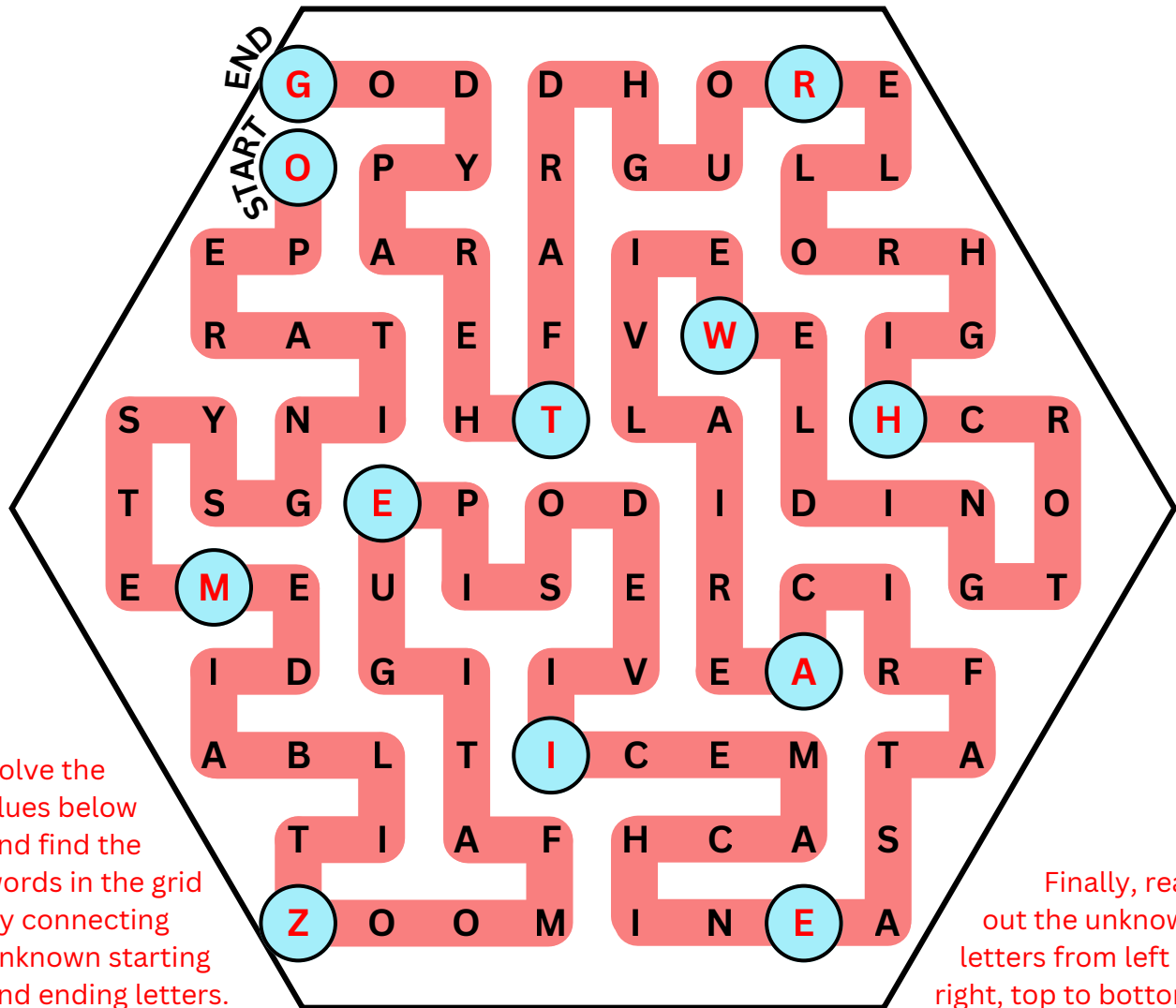
Align the words on the edges of the hexagons that form real animal names. Next, use the number in each hexagon as an index on the animal's name.

Finally, spell out the letters of the hexagons in order starting with the black circle and following the directional arrows.

SOOTHING SURGE OF REST



Knowing the value of  in the middle of the game, you capitalize on the abundance of corn, barley, and wheat fields available on the board, thinking of how you will harvest such a maze of grain. No doubt you are already aware that your combine harvester must travel in a continuous line, only **traveling straight or making 90 degree turns**. On the field are **12 circled checkpoints** obscuring a letter that marks the end of a two-word phrase and simultaneously the start of another. How can you keep from getting lost in the maze?



Solve the clues below and find the words in the grid by connecting unknown starting and ending letters.

Finally, read out the unknown letters from left to right, top to bottom.

- Bird's-eye perspective
- Great Rift Valley locale
- *The Force Awakens*, e.g.
- Casino's big spender
- Hotel amenity
- Advertising onslaught

AERIAL VIEW
EAST AFRICA
EPISODE VII
HIGH ROLLER
ICE MACHINE
MEDIA BLITZ

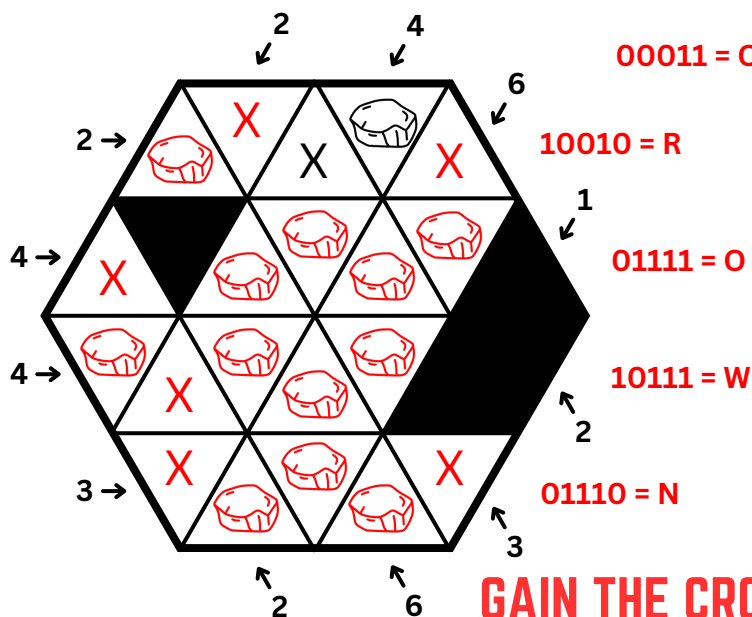
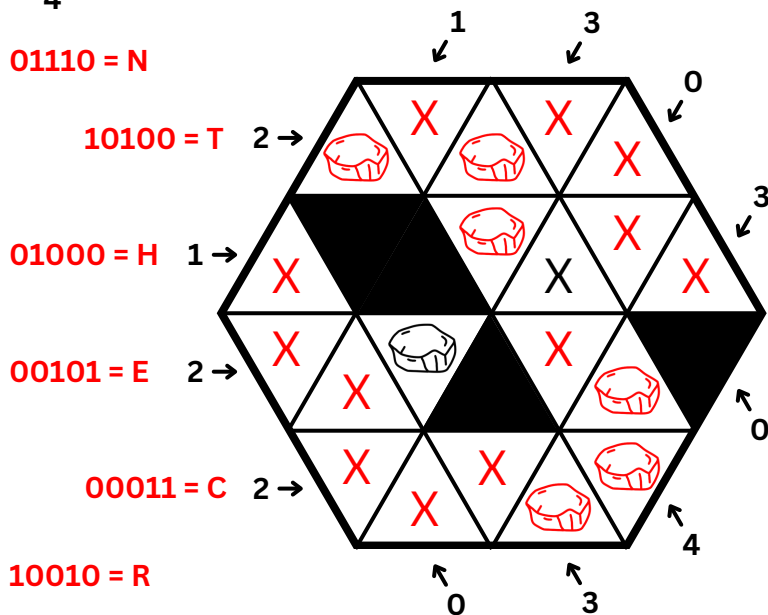
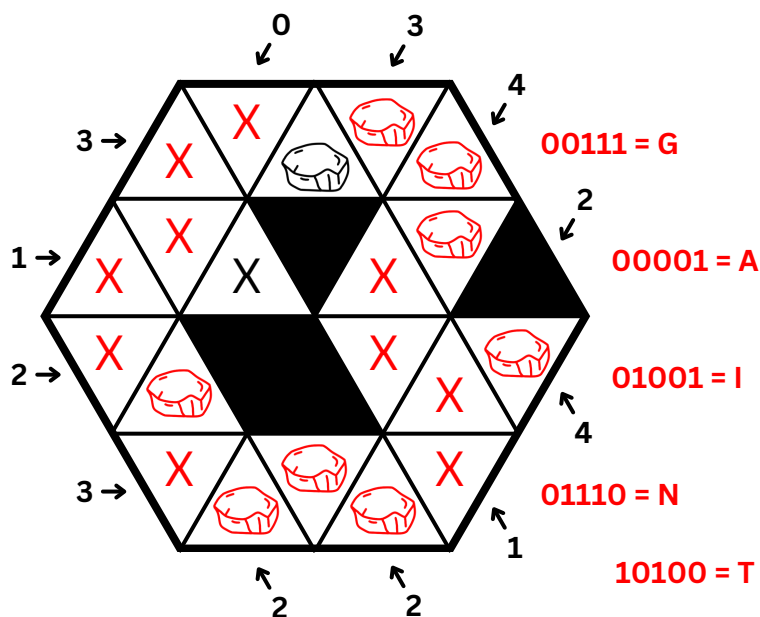
- "Linux" or "Windows"
- Early-stage manuscript
- Supportive pooch
- Acetylene-burning tool
- Virtual call exhaustion

OPERATING SYSTEM
ROUGH DRAFT
THERAPY DOG
WELDING TORCH
ZOOM FATIGUE

GROW THE MAIZE



Thanks to your early game strategy, you have access to 3 mountain tiles which yield . You divide up the mines into sections and use magnetic and electrical surveys to know the number of ore deposits in each row or diagonal before getting to work exploring them. If you figure out exactly which sections in each row contain either **1** ore or **0** ores, you may find a way to win this game.



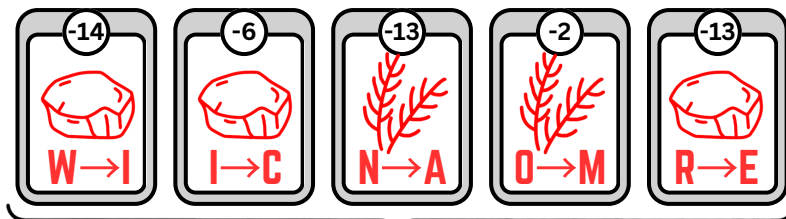
Use the numbers next to each row or diagonal to find the exact location of all ores.

Then, treat each row as a series of five digits (either 1 for ore or 0 for empty) to make a binary code. Convert the binary code to a letter to reveal the solution.

GAIN THE CROWN

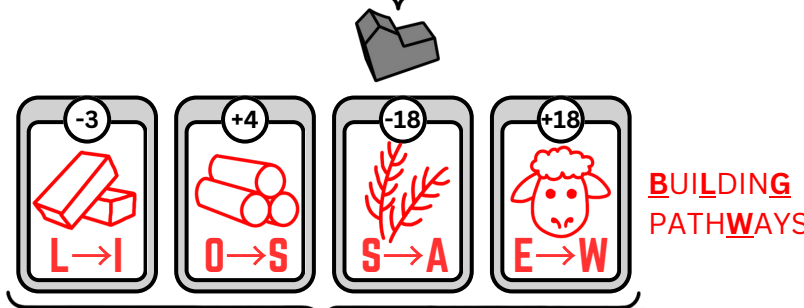


Finally it's time to build; you look back and **collect only the resources** from your experiences so far in the game: **Wool**, **Brick**, **Ore**, **Lumber**, and **Grain**. Each trial, it seems, gave you just enough resources to build something. Just remember to draw from the top of the pile and **shift** your eyes back to the board. It's not exactly the game night with friends you'd hoped it would be, but when you leave victoriously, at least you'll have something to declare.

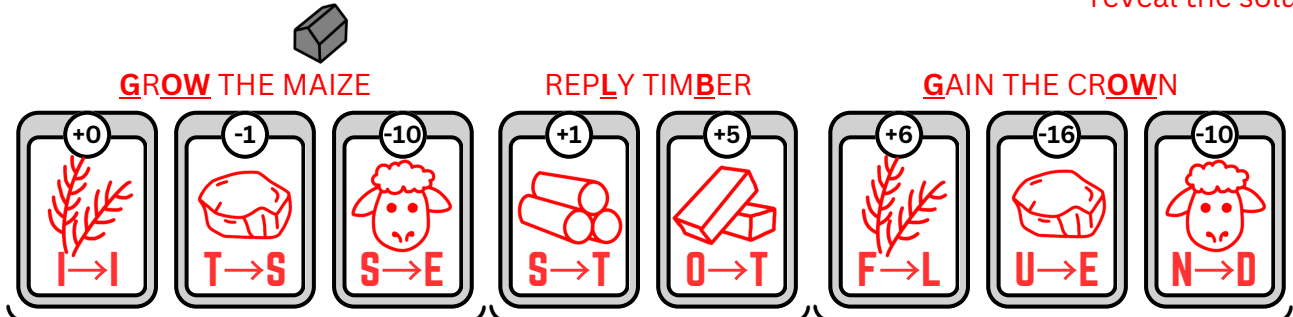


SOOTHING SURGE OF REST

Use the resources hidden in each feeder answer (the letters W, B, O, L, or G) to determine which feeder answer corresponds to each building (refer to the rulebook page for building costs). Pull the letters from the cards in each resource pile and shift them the number of letters shown to reveal the solution.



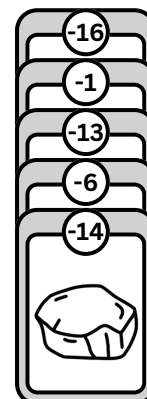
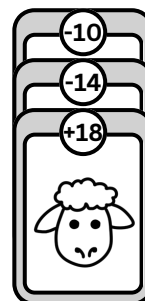
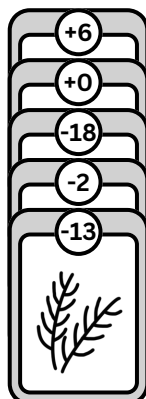
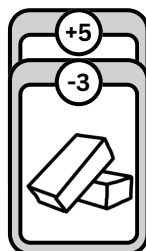
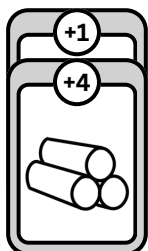
BUILDING PATHWAYS



GROW THE MAIZE

REPLY TIMBER

GAIN THE CROWN



RULEBOOK:













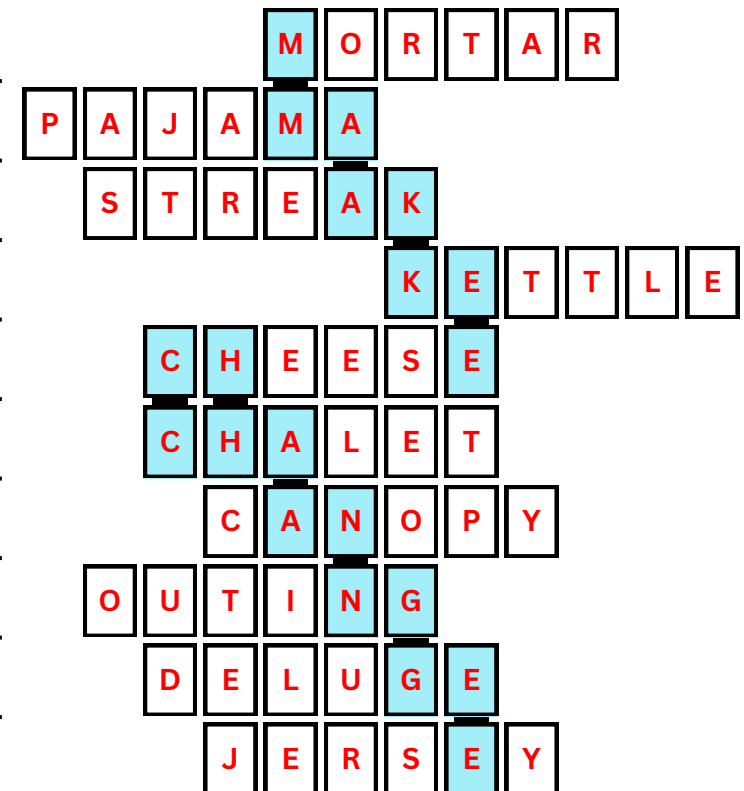
I CAME, I SAW, I SETTLED



In each row, replace a series of letters in the phrase with the letters that spell the resource to make a new phrase which acts as a clue for a final word that should be placed in the grid.

The better you and your friends get at the game, the more intricate the trades become. Every one of the hands below is trading for a specific resource to **replace an equally-sized portion** of their hand. Once the trades are settled, each player will have a clue about the next steps in their game plan. Most of the time, the trades are fair, but when your friend overpays for your wool, what should you do?

<u>CURRENT HAND</u>	<u>TRADING FOR</u>	<u>CLUE</u>
A FOUR LAYER SUBSTANCE		<u>BRICK</u> LAYER SUBSTANCE
BOTTOM SAT A SWEATER PARTY		BOTTOMS AT A <u>S</u> LUMBER PARTY
NUDER UN DER PI CLUCKS PAN		NUDE RUN <u>OR</u> EPIC LUCK SPAN
USED TO BRE AK WRONG		USED TO BREW <u>OO</u> LONG
PREP HOT E ARMARK		PRE PHOTO <u>RE</u> MARK
FUN SIGN SKI LODGE		<u>FORE</u> IGN SKI LODGE
BI CYCLE FORES THIGH LAYER		<u>BIG RAIN</u> FOREST HIGH LAYER
DAY TRIPL E O X POSING		DAY TRIP <u>OR</u> EXPOSING
OVERFLOW IN A RUSH		<u>OVERFLOWING</u> R AIN
FAN S I RON IT FOR SPORTS		<u>FABRIC</u> K INIT FOR SPORTS



MAKE CHANGE