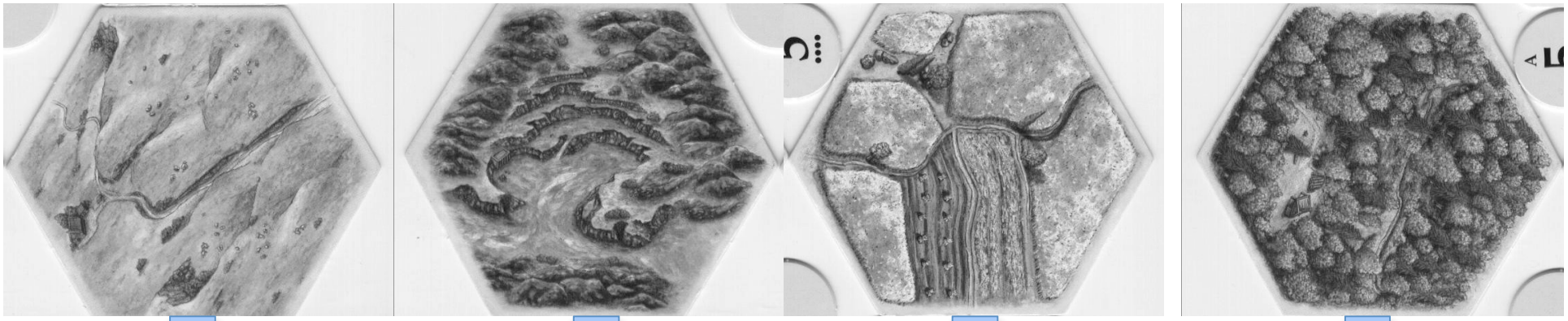
2:1
3:1
11
12
4
6
3
8
9
6
10
7
10
5
6
8
4
5
3
2
9



Pastures

Hills

Fields

Forests

Wool

Brick

Wheat

Wood

Wood + Brick = Road (Toothpick)

Wood + Brick + Wool + Wheat = Settlement (Coin)

Start With:
Two Roads
Two Settlements
Place One Road, One Settlement Clockwise, then Back
Collect Resources from Second Settlement