

Settlement

–noun

1. the act or state of settling or the state of being settled.
2. the act of making stable or putting on a permanent basis.
3. a state of stability or permanence.
4. an arrangement or adjustment, as of business affairs or a disagreement.
5. an agreement signed after labor negotiations between union and management.
6. the terms reached in this agreement.
7. the settling of persons in a new country or place.
8. a colony, esp. in its early stages.
9. a small community, village, or group of houses in a thinly populated area.
10. a community formed and populated by members of a particular religious or ideological group: *a Shaker settlement*.
11. the satisfying of a claim or demand; a coming to terms.

The year is 2009.

America has been destroyed in a catastrophe.

A band of survivors must re-build.

Settlement is a game in which players trade paper currency for resources which they use to build a city. Players choose characters with professions and salaries that determine their access to the resources. Characters to choose from include: mortgage broker, journalist, professor, soldier, lawyer, artist, politician, celebrity, doctor, and industrialist. Each character has a corresponding player card that lists the character's salary as well as the cost of each resource. Some resources will be prohibitively expensive for some characters. These limitations make teamwork imperative in the building of the settlement. All characters start on the money tile and move clockwise around the board, navigating the board based on the roll of a die. Each character starts with two units of agriculture, one unit of water, and their yearly salary. Salary is collected everytime a character lands on or passes the money tile. When a character lands on a resource tile they may purchase it and either place the resource on the board or hold onto the resource and place it on the board on a subsequent turn. The resources surrounding the grid are: wind energy, nuclear power, highways & infrastructure, celebrity, political capital, water, weapons, religion, housing, agriculture, automobile industry, coal, medicine, gasoline, livestock, internet, mythology, cultural capital, education, and solar power. These resources have a clearly defined hierarchy and rules for where they may be placed within the **settlement**. These rules can be found on the back of the resource tiles. Examples include: All coal units must be present on the board before gasoline can be placed on the board. Ecologically unsound resources cannot be placed near housing units. Five housing units must be on the board before education units can be placed on the board. Etc.

In addition to the money tile there are three tiles at the corners titled: BREAKING NEWS, GIFTS and ACTS OF GOD. When characters land on these tiles they pull corresponding cards. Breaking news cards announce the movement of political and cultural capital. (Mayor arrested on corruption charges. Remove all political capital units from board.) Gift cards redistribute wealth. (Trade all money with the player on your left.) Acts of God can be regenerative or destructive. (Hurricane destroys all farmland. Remove all agriculture units from the board. The removed units cannot be placed back on the board until the board has been traveled twice.) These cards and the roll of die introduce randomness into the construction of the **settlement**.

The goal of the game is to build a **settlement** that best utilizes the resources to which the characters have access and is, thereby, the most ideal.