The Settlers of Catan – The Dice Game "Plus"

A Variant of the Dice Game for 2 to 4 Players

Preparation

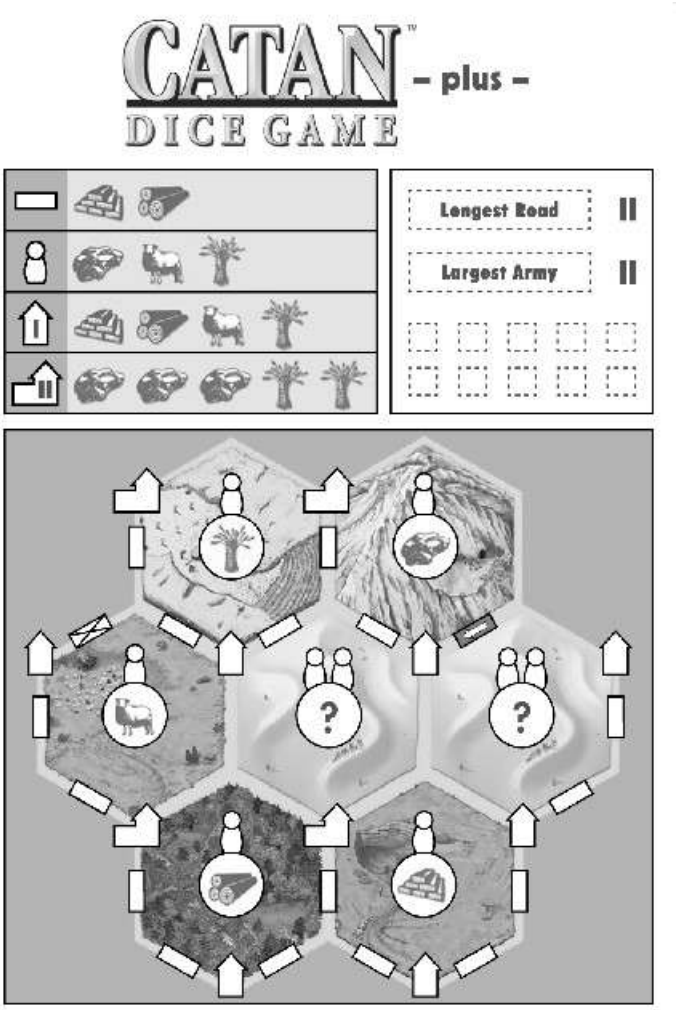
Give each player 1 sheet with the game map (download at www.catan.com). Place the 6 dice from the Dice Game so that they are ready to play. You also need 2 matches (or 2 roads from the board game "The Settlers of Catan") and a pen. Determine the starting player.

Preliminary Remark

For the most part, the same rules apply for the "Plus" variant as for the original Dice Game. Since we are implying that you know the rules of the Dice Game, in this instruction we will only explain those parts of the rules that differ from the original Dice Game.

Starting the Game

The starting player rolls only 3 dice. Each following player adds one more die when rolling, up to the point where one player uses all 6 dice. From that moment on, each player always rolls all 6 dice.



Goal of the Game

As in the normal Dice Game, you roll the 6 dice up to three times. Then you use the resources you have rolled for building roads, Knights, settlements, and cities. Other than in the original game, the goal of the variant is not, having the most points at the end of the game but rather, being the first one to reach 10 Victory Points and thus win the game.

Victory Points

Each settlement built is worth one Victory Point, and each city built is worth 2 Victory Points. As individual units, the built roads and Knights are not worth Victory Points.

In the Building Costs Overview on the upper left, the Victory Points for a settlement or city are depicted as small vertical lines inside little houses.

For a better overview over the respective Victory Points of the game partners, each time a settlement is built not only the little house on the game map is marked with a cross but also one of the 10 check boxes on the upper right. If a city is built, 2 check boxes are marked. That way, each player can see the number of Victory Points belonging to the other players at a glance.

Building Rules

The building rules differ from those of the original game only in the following:

–If you have built roads next to several settlements, it doesn't matter which one you build first. The same applies for cities.
–Knights can also be built in any order.

Resource Joker

In the same way as in the original game, after rolling the dice you also may turn one of the dice so that the resource corresponding to an already built Knight is face up. During your turn, you may use as many Resource Jokers as you like, but don't forget to mark them afterwards, indicating that they have been used (cross them out).

You can use each of the Resource Jokers in the two deserts to obtain a resource of your choice. New is the fact that you may use the Resource Joker only if above it you have built two Knights.

Special Victory Points

a) Longest Road

If you are the first one to build a road whose building site is marked with a cross ("X"), you have the longest continuous sequence of roads; it is made up of 5 roads. Take a match and place it on the rectangle "Longest Road." Having the Longest Road is worth 2 Special Victory Points. The two small vertical lines (Victory Points) next to the rectangle count only if you have marked the rectangle with a match. As soon as another player has a **longer** road, you must pass the match on to this person.

Important: Only the roads belonging to a continuous sequence of roads are counted towards the Longest Road; roads that are branching off are not considered.

b) Largest Army

If you are the first one to build three Knights, you have the Largest Army. Take a match and place it on the rectangle "Largest Army." Having the Largest Army is worth 2 Special Victory Points. The two small vertical lines (Victory Points) next to the rectangle count only if you have marked the rectangle with a match. As soon as another player has built more Knights, you must pass the match on to this person.

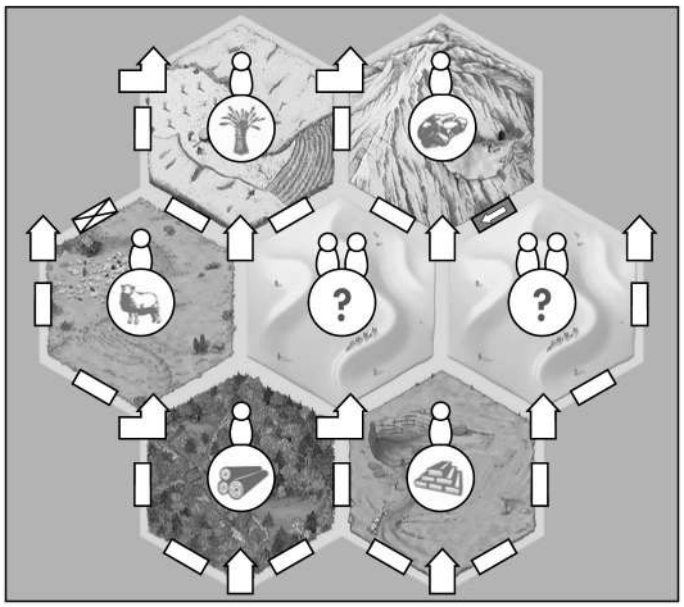
End of the Game

The game ends as soon as one of the players has reached 10 Victory Points. This player wins.

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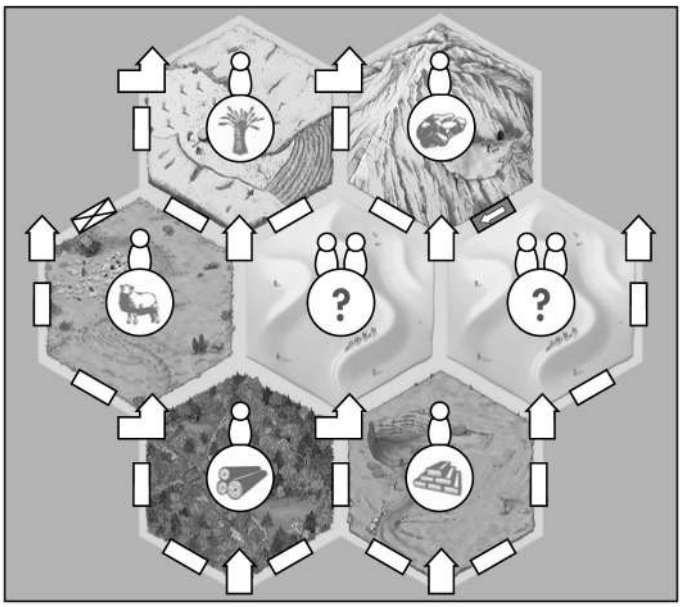
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DICE GAME

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Largest Army



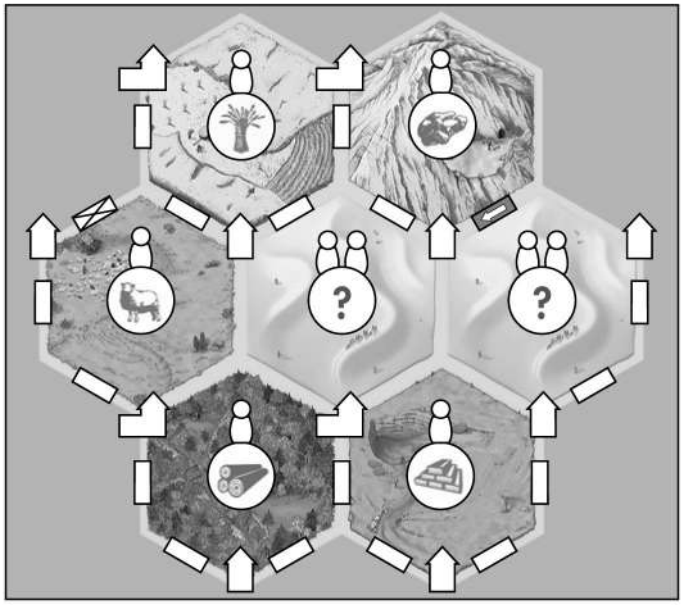
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