KLAUS TEUBER

CATAN®

GAME RULES & ALMANAC



CATAN

Dear Settlers,

To make it as easy as possible for you to start playing ***Catan****®, we use an award-winning rules system, which consists of 3 parts. First, if you do not know how to play* ***Catan****, please read the Game Overview on page 16 (the back cover). Next, read the Game Rules on pages 2-6 (red borders) and start to play the game. If you have questions during the game, consult the Catan Almanac on pages 6-15 (gold borders).*

Now you are ready for your first adventure on Catan. Have fun settling this new land together!

— Klaus Teuber

You can find further information at:

catan.com *catanstudio.com* *klausteuber.com*

Game Rules

These 4-page rules (pages 2-5) contain all the important information that you need to play!

If you need more information during the game, you can look up keywords (marked ✹) in the "Almanac," which follows these rules.

Game Components

- 19 terrain hexes (tiles)
- 6 sea frame pieces
- 9 harbor pieces
- 18 circular number tokens
- 95 resource cards (bearing the symbols for the brick, grain, lumber, ore, and wool resources)
- 25 development cards (14 knight cards, 6 progress cards, 5 victory point cards)
- 4 "Building Costs" cards
- 2 special cards: "Longest Road" & "Largest Army"
- 16 cities (4 of each color, shaped like churches)
- 20 settlements (5 of each color, shaped like houses)
- 60 roads (15 of each color, shaped like bars)
- 2 dice (1 yellow, 1 red)
- 1 robber
- 1 "Game Rules & Almanac" booklet

Constructing The Island

The frame pieces hold the board together and prevent the pieces from moving after the board is in place. Before building the island, assemble the frame by matching the numbers at the ends of the frame pieces together (i.e., 1-1, 2-2, etc.).

You can then construct the island of Catan using the 19 terrain hexes as shown on page 3.

Starting Set-up for Beginners

You can play the game *Catan* on a variable game board. For your first game, however, we suggest that you use the "Starting Set-up for Beginners✹." (See Illus. A on page 3.) This set-up is well-balanced for all players.

Before your first game, you must remove the die-cut components from the cardboard holders. Carefully punch out and separate the pieces. When punching tiles out of the die-cut sheets, always push the tiles through from the front, "cut" side (pushing from the back may cause the tiles to rip).

Lay out the map as specified in Illustration A (or on the back of this booklet).

First, assemble the frame as shown. Second, create Catan by placing the 19 terrain hexes on the table—again as shown. Third, place the circular number tokens on top of the designated terrain hexes. Finally, place your settlements and roads.

Starting Map for Beginners

To make it as easy as possible for you to get started with *Catan*, we use an award-winning rules system, which consists of 3 parts—the *Overview*, the *Game Rules*, and the *Almanac*.

If you've never played *Catan*, please read the game *Overview* first—it's on the back cover of this booklet. Next, read the *Game Rules* and start to play. And finally, if you have questions during the game, please consult the *Almanac* (it begins on page 6).

Illustration A



Begin the game with the resource cards produced by the settlements marked with white stars. See ☆

Odds for Dice Rolls

2 & 12 = 3%
3 & 11 = 6%
4 & 10 = 8%
5 & 9 = 11%
6 & 8 = 14%
7 = 17%

Resource Production


Hills
Produce Brick


Forest
Produces Lumber


Mountains
Produce Ore


Fields
Produce Grain


Pasture
Produces Wool


Desert
Produces Nothing

Starting Set-up for Experienced Players

It is more fun to play with a variable game board—with the game board laid out randomly. The board changes each game. If you would like to use the variable set-up, you can find the guidelines in the Almanac under Set-up, Variable✹. Also look for useful tips under Set-up Phase✹ and Tactics✹.

Setting Up the Game

Select a color and take your 5 settlements, 4 cities, and 15 roads (no more and no less!). Place your 2 roads and your 2 settlements on the game board. Place your remaining settlements, roads, and cities down in front of you.

***Note:** If you are playing a 3-player game, nobody plays the red position indicated on the starting map.*

Take your color's building costs card. (See Illustration B.)

Place the special cards "Longest Road" and "Largest Army" beside the game board along with the 2 dice.

Sort the resource cards into 5 stacks and put them face up next to the game board. Shuffle the development cards and place them face down by the board.

You receive resources✹ for each terrain hex around your starting settlement marked with a white star ☆ (see Illustration A). Take the appropriate resource cards from their stacks.

Illustration B



Example: *See Illustration A. Blue receives 1 brick card, 1 lumber card, and 1 ore card for his leftmost settlement (i.e., his settlement marked with a star ☆).*

Each player keeps their resource cards hidden in their hand.

Important: *Settlements and cities may only be placed at the corners of the terrain hexes—never along the edges (see Illustration C). Roads may only be placed at the edges of the terrain hexes—1 road per edge (see Illustration D). The Distance Rule✹ means many intersections along roads will remain unoccupied.*

Illustration C





Illustration D

Turn Overview

Unless you're using the Starting Set-Up for Experienced Players, the oldest player goes first. On your turn, you can do the following in the order listed:

- You must roll for resource production✹ (the result applies to all players).
- You may trade✹ resource cards with other players and/or use maritime trade✹.
- You may build✹ roads✹, settlements✹ or cities✹ and/or buy development cards✹. You may also play one development card✹ at any time during your turn.

After you're done, pass the dice to the player to your left, who then continues the game with step 1.

Tip: *For advanced players, we recommend combining the second and third steps. You can find more details in the Almanac under "Combined Trade/Build Phase✹."*

The Turn in Detail



1. Resource Production

You begin your turn by rolling both dice. The sum of the dice determines which terrain hexes produce resources.

Each player who has a settlement on an intersection✹ that borders a terrain hex marked with the number rolled receives 1 resource card of the hex's type. For an example see resource production✹. If you have 2 or 3 settlements bordering that hex, you receive 1 resource card for each settlement. You receive 2 resource cards for each city you own that borders that hex. If there are not enough of a given resource in the supply to fulfill everyone's production, then no one receives any of that resource during that turn (unless it only affects 1 player).

2. Trade✹

Afterwards, you may trade freely (using either or both types of trades below) to gain needed resource cards:

a) Domestic Trade✹

On your turn, you can trade resource cards with any of the other players. You can announce which resources you need and what you are willing to trade for them. The other players can also make their own proposals and counteroffers.

Important: *Players may only trade with the player whose turn it is. The other players may not trade among themselves.*

b) Maritime Trade✹

You can also trade without the other players! During your turn, you can always trade at 4:1 by putting 4 identical resource cards back in their stack and taking any 1 resource card of your choice for it. If you have a settlement or city on a harbor✹, you can trade with the bank more favorably: at either a 3:1 ratio or, in certain harbors, at 2:1 (trading the resource type shown).

Important: *The 4:1 trade is always possible, even if you do not have a settlement on a harbor.*

3. Build✹

Now you can build. Through building, you can increase your victory points✹, expand your road network, improve your resource production, and/or buy useful development cards. To build, you must pay specific combinations of resource cards (see the Building Costs Card✹). Take the appropriate number of roads, settlements, and/or cities from your supply and place them on the game board. Keep development cards hidden in your hand.

You cannot build more pieces than what is available in your pool—a maximum of 5 settlements, 4 cities, and 15 roads.

a) Road✹ Requires: Brick & Lumber

A new road must always connect to 1 of your existing roads, settlements, or cities. Only 1 road can be built on any given path✹.



The first player to build a continuous road (not counting forks) of at least 5 road segments receives the special card "Longest Road✹." If another player succeeds in building a longer road than the one created by the current owner of the "Longest Road" card, they immediately take the special card (and its 2 victory points). ***Tip:*** *This creates a 4 victory point swing!*

b) Settlement✹ Requires: Brick, Lumber, Wool, & Grain



Take special note of the "Distance Rule"✹: you may only build a settlement at an intersection if all 3 of the adjacent intersections are vacant (i.e., none are occupied by any settlements or cities—even yours).

Each of your settlements must connect to at least 1 of your own roads. Regardless of whose turn it is (i.e., during any production phase), when a terrain hex produces resources, you receive 1 resource card for each settlement you have adjacent to that terrain hex.

Each settlement is worth 1 victory point.

c) City✹ Requires: 3 Ore & 2 Grain



You may only establish a city by upgrading one of your settlements.

When you upgrade a settlement to a city, put the settlement (house) piece back in your supply and replace it with a city piece (church).

Cities produce twice as many resources as settlements. You acquire 2 resource cards for an adjacent terrain hex that produces resources.

Each city is worth 2 victory points.

d) Buying a Development Card✹ Requires: Ore, Wool, & Grain



When you buy a development card, draw the top card from the deck. There are 3 different kinds of these cards: knight✹, progress✹, and victory point✹. Each has a different effect (see 4.b, below).

Development cards never go back into the supply, and you cannot buy development cards if the supply is empty.

Keep your development cards hidden (in your hand) until you use them, so your opponents can't anticipate your play.

4. Special Cases

a) Rolling a "7" and Activating the Robber✹

If you roll a "7," no one receives any resources.

Instead, every player who has more than 7 resource cards must select half (rounded down) of their resource cards and return them to the bank.

Then you must move the robber✹. Proceed as follows:

(1) You must move the robber✹ immediately to the number token of any other terrain hex or to the desert✹ hex.

(2) Then you steal 1 (random) resource card from an opponent who has a settlement or city adjacent to the target terrain hex. The player who is robbed holds their resource cards face down. You then take 1 card at random. If the target hex is adjacent to 2 or more players' settlements or cities, you choose which one you want to steal from.

Important: *If the production number for the hex containing the robber is rolled, the owners of adjacent settlements and cities do not receive resources. The robber prevents it.*

b) Playing Development Cards✹

At any time during your turn, you may play 1 development card (put it face up on the table). That card, however, may not be a card you bought during the same turn (except for a victory point card, as described below)!

Knight Cards (Purple Frame)✹



If you play a knight card, you must immediately move the robber. See "Rolling a '7' and Activating the Robber" above and follow steps 1 and 2.

Once played, knight cards remain face up in front of you. The first player to have 3 knight cards in front of themself receives the special card "Largest Army," which is worth 2 victory points. If another player has more knight cards in front of them than the current holder of the Largest Army card, they immediately take the special card and its 2 victory points.



Progress Cards (Green Frame)✹

If you play a progress card, follow its instructions. Then the card is removed from the game (i.e., toss it in the box).

Victory Point Cards (Orange Frame)✹



You must keep victory point cards hidden. You may only reveal them during your turn and when you are sure that you have 10 victory points—that is, to win the game. Of course, you can reveal them after the end of the game if someone else wins. You may play any number of victory point cards during your turn, even during the turn you purchase them.

Ending the Game

If you have **10 or more** victory points **during your turn**, the game ends and you are the winner! If you reach 10 points when it is not your turn, the game continues until any player (including you) has 10 points on their turn.

ALMANAC

This "Catan Almanac" contains detailed, alphabetical entries and examples for *Catan*. These are not the "Game Rules." You do not have to read this material prior to your first game. Instead, use the Game Rules. Then read this to enjoy the complete experience.

This almanac includes advanced rules and clarifications. You can also refer to it if any questions arise during a game.

B

BUILD (BUILDING)

You may build on your turn after you have rolled for resource production and finished trading. To build, you must turn in the specified combinations of resource cards (see the Building Costs Cards✹). Return the resource cards to the supply stacks.

You can build as many items and buy as many cards as you desire—as long as you have enough resources to "pay" for them and they are still available in the supply. (See Settlements✹, Cities✹, Roads✹, and Development Cards✹.)

Each player has a supply of 15 roads, 5 settlements, and 4 cities. If you build a city, return the settlement to your supply. Roads and cities, however, remain on the board until the end of the game once they are built.

Your turn is over after "building," and the player to your left continues the game.

New rule variant: see *Combined Trade/Build Phase*✹.

BUILDING COSTS CARDS

The building costs cards show what can be built and which resources are required. When you pay building costs, you must return the necessary resources to their supply stacks. You can build settlements✹ and roads✹, upgrade settlements to cities✹, and buy development cards✹.

C

CITIES



You cannot build a city directly. You can only upgrade an existing settlement to a city. You pay the required resources, return the settlement to your supply, and replace the settlement with a city on the same intersection✹. Each city is worth 2 victory points. You receive double resource production (2 resource cards) from the adjacent terrain hexes whenever those numbers are rolled.

When you build a city, the upgraded settlement piece becomes available again. You can use it to build another settlement later.

Example: *See Illustration E. Claudia, the blue player, rolls a resource production roll of "8." She receives 3 ore cards: 1 ore for her settlement and 2 ore for her city. Benny, the red player, receives 2 lumber for his city.*

Illustration E



Hint: *It is extremely difficult to win the game without upgrading settlements to cities. Since you only have 5 settlements available, you can only reach 5 victory points by only building settlements.*

COAST

When a terrain hex borders on the sea (i.e., a frame piece), it is called a "coast." You can build a road along a coast. You can build settlements and upgrade settlements to cities on intersections that border on the sea. However, since a site on the coast borders only 1 or 2 terrain hexes, coastal settlements generate smaller resource yields. Still, coastal sites often lie on harbors, which allow you to use maritime trade✹ to trade resources at more favorable rates.

COMBINED TRADE/BUILD PHASE

The separation of the trade and build phases was introduced to make the sequence easier to learn for beginners. We recommend experienced players ignore this separation.

After rolling for resource production, you can trade and build in any order (you can trade, build, trade again and build again, etc.). You can even use a harbor on the same turn you build a settlement there. Using this method speeds up the game a lot.

D

Desert



The desert is the only terrain hex that does not produce resources. The robber✹ starts the game there. A settlement or a city built adjacent to the desert yields fewer resources than those built next to one of the other terrain types.

Development Cards

There are 3 different kinds of development cards: Knight Cards✹, Progress Cards✹, and Victory Point Cards✹.



When you buy a development card, take the top card of the draw pile into your hand. Keep your development cards hidden until you play them. This keeps the other players in the dark.

You cannot trade or give away development cards.

You may only play 1 development card during your turn—either 1 knight card or 1 progress card. You can play the card at any time, even before you roll the dice. You may not, however, play a card that you bought during the same turn.

Exception: *If you buy a card and it is a victory point card✹ that brings you to 10 points, you may immediately reveal this card (and all other VP cards) and win the game.*



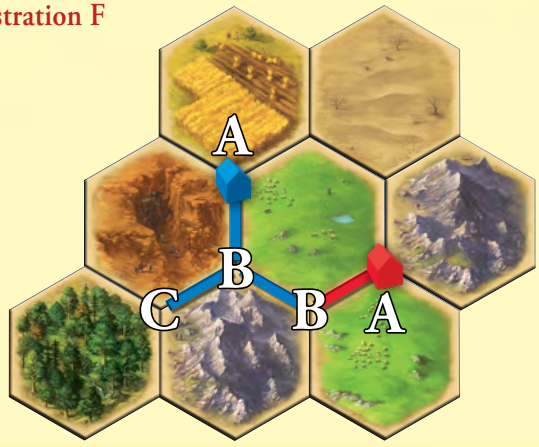
You only reveal victory point cards when the game is over—once you or an opponent reaches 10+ victory points and declares victory.

Distance Rule

You may only build a settlement on an unoccupied intersection✹ and only if none of the 3 adjacent intersections contains a settlement or city.

Example: *See Illustration F. Coleman, the blue player, wants to build a settlement. The settlements marked "A" are already in play. Coleman cannot build on the intersections marked "B." He can only build at intersection "C."*

Illustration F



Domestic Trade

On your turn, you may trade resources with the other players (after rolling for resource production). You and the other players negotiate the terms of your trades—such as which cards will be exchanged. You may trade as many times as you can, using single or multiple cards. However, you cannot give away cards, or trade matching resources ("trade" 3 ore for 1 ore, for example).

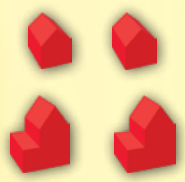
Important: *While it is your turn, you must be a part of all trades, and the other players may not trade among themselves.*

Example: *It is Pete's turn. He needs one brick to build a road. He has 2 lumber and 3 ore. Pete asks aloud, "Who will give me 1 brick for 1 ore?" Beth answers, "If you give me 3 ore, I'll give you a brick." Cooper interjects, "I'll give you 1 brick if you give me 1 lumber and 1 ore." Pete accepts Cooper's offer and trades a lumber and an ore for a brick. Note Beth may not trade with Cooper, since it is Pete's turn.*

E

Ending the Game

If you have—or reach—10 victory points on your turn, the game ends immediately and you win! You can only win during your turn. If somehow you find you have 10 victory points during another player's turn, you must wait until your next turn to claim victory.







Example: *Siobhán has 2 settlements (2 points), the Longest Road special card (2 points), 2 cities (4 points), and 2 victory point cards (2 points). She reveals her 2 victory point cards, giving her the 10 points needed to win. She surprises her opponents and claims victory!*

G

Game Play

Here is a summary of the the game sequence, plus some more specific entries where you can find details:

(1) Lay out the game board: *Set-up, Variable*✹

(2) Initial set-up: *Set-up Phase*✹

(3) Play

The starting player begins the game. The other players follow in clockwise order.

On your turn, you complete these 3 phases in order:

- Roll for *Resource Production*✹ (the roll applies to all players)
- *Trade*✹
- *Build*✹

You may play 1 development card any time during your turn.

Pass the dice to the player on your left at the end of your turn. That player then takes their turn using the same 3 phases.

H

Harbors

Harbors allow you to trade resources more favorably. In order to control a harbor, you must build a settlement on a coastal intersection✹ which borders the harbor. See also "Maritime Trade"✹.

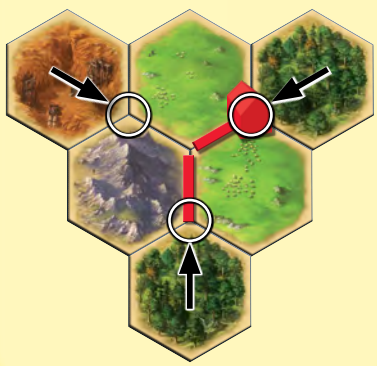


I

Intersections

Intersections are the points where 3 hexes meet. See Illustration G. You may only build settlements on intersections. The influence (for resource yields) of settlements and cities extends into the 3 adjacent terrain hexes that form the intersection.

Illustration G



K

Knight Cards

When you play a "Knight" development card during your turn, you must immediately move the robber✹. Place the knight card face up in front of you.

You **must** move the robber away from its current spot and onto the number token of **any other** terrain hex or on the desert.

You then steal 1 resource card from a player who has a settlement or a city adjacent to the robber. If there are 2 or more such players, you may choose your victim.

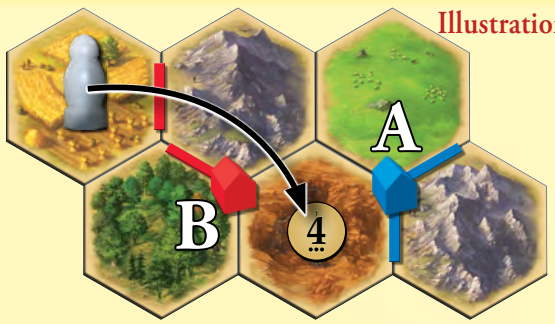
The player you elect to rob keeps their cards face down while you take 1 of their cards at random. If that player has no cards, you get nothing! (However, you can always ask players about the **number** of cards they hold. They must answer truthfully.)

If you are the first player to have 3 knight cards face up in front of you, you take the "Largest Army"✹ special card. This special card is worth 2 victory points.

If another player has more face-up knight cards than you, they take the special card and the 2 victory points that go with it.

Example: *See Illustration H. On Niall's turn, he plays a knight card and moves the robber from the fields hex to the hills hex with the "4." Niall may now steal a random resource card from player A or B.*

Illustration H



L

Largest Army

If you are the first player to play 3 knight cards, you receive this special card, which is worth 2 victory points. You place the "Largest Army" card face up in front of you. If another player plays more knight cards than you have, they immediately take the special card. The 2 victory points likewise count for the new owner.



Longest Road



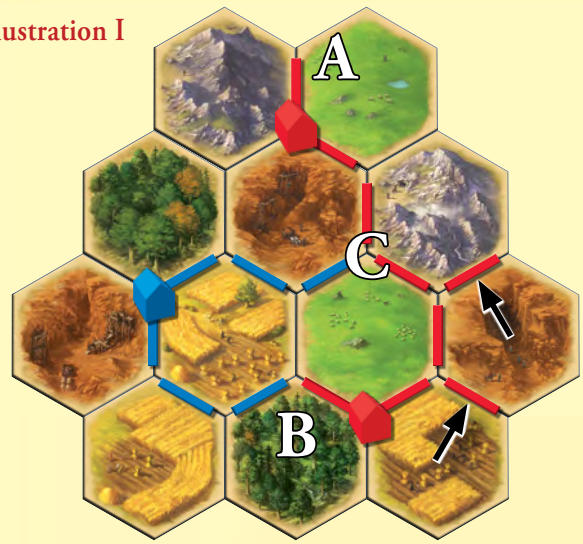
If you are the first player to build a continuous road of at least 5 individual road pieces, you take this special card and place it face up in front of you. This card is worth 2 victory points.

***Note:** If your road network branches, you may only count the single longest branch for purposes of the longest road.*

If you hold the "Longest Road" card and another player builds a longer road, they immediately take your "Longest Road" card. They also acquire the 2 bonus victory points. (Since you also lose the 2 victory points, it is a 4 point swing!)

***Example:** See Illustration I. Emily, the red player, builds a continuous road with 7 wooden pieces (A–B). The branch roads (marked with arrows) are not counted. Emily snags the "Longest Road" special card.*

Illustration I



You can break an opponent's road by building a settlement on an unoccupied intersection along that road!

***Example:** In Illustration I, Coleman (the blue player) builds a settlement on intersection "C" (which is legal). This breaks Emily's road into 2 parts. Emily must give the special card to Coleman, who now has the Longest Road (and 2 more VPs).*

Special Case: If your longest road is broken and you are tied for longest road, you still keep the "Longest Road" card. However, if you no longer have the longest road, but two or more players tie for the new longest road, set the "Longest Road" card aside. Do the same if no one has a 5+ segment road. The "Longest Road" card comes into play again when only 1 player has the longest road (of at least 5 road pieces).

M

Maritime Trade

On your turn, you can trade resources using maritime trade during the trade phase even without involving another player.

The most basic (and unfavorable) exchange rate is 4:1. You may trade 4 identical resource cards to the supply in exchange for 1 resource card of your choice. You do not need a harbor✹ (settlement at a harbor location) to trade at 4:1, so when nobody wants to trade…



***Example:** Benny returns 4 ore cards to the supply and takes 1 lumber card in exchange. Normally, he should first try a more favorable trade with the other players (domestic trade).*

If you have built a settlement or city at a harbor✹ location, you can trade more effectively. There are 2 different kinds of harbor locations:



Generic Harbor (3:1): Here you may exchange 3 identical resource cards for any 1 other resource card during your trade phase.

***Example:** Brad has a settlement at a generic harbor. He can, for instance, exchange 3 lumber cards for 1 wool card.*



Special Harbor (2:1): There is only 1 special harbor for each type of resource (with the same symbol). So, if you earn plenty of a certain type of resource, it can be useful to build on the special harbor for that resource type. The exchange rate of 2:1 only applies to the resource shown on the harbor location. A special harbor does not permit you to trade any other resource type at a more favorable rate (not even 3:1)!

***Example:** Ron built a settlement at the ore special harbor. He may exchange 2 ore cards for any 1 other resource card. He can also trade 4 ore cards for any 2 other cards. If he traded 4 wool instead of 4 ore, he would get only 1 card in return.*

N

Number Tokens



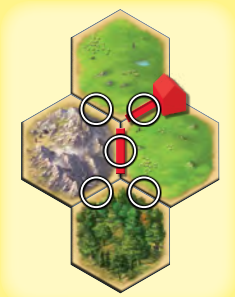
The 18 number tokens are marked with the numerals "2" through "12." There is only one "2" and one "12." There is no "7."

The more often a number is rolled, the more often each associated hex produces resources. Note the size of the numbers and the dots (pips) beneath the numbers on the tokens. The taller the number and the larger the quantity of dots, the more likely it is that number will be rolled. "6" and "8" (the red numbers) are the most frequently rolled numbers. They each have 5 dots, because there are 5 ways to roll these numbers on the 2 dice.

The letters on the back of the number tokens are only used during the setup phase (see Set-up, Variable✹).

P

Paths



Paths are defined as the edges where 2 hexes and/or hexes and the frame meet. Paths run along the border of 2 terrain hexes or between a land hex and the frame. Only one road✹ can be built on any path. At each end of a path is an intersection✹.

Progress Cards

Progress cards are a type of development card. They have green frames. There are 2 each of 3 varieties:



Road Building: If you play this card, you may immediately place 2 free roads on the board (according to normal building rules).



Year of Plenty: If you play this card you may immediately take any 2 resource cards from the supply stacks. You may use these cards to build in the same turn.



Monopoly: If you play this card, you must name 1 type of resource. All the other players must give you *all* of the resource cards of this type that they have in their hands. If an opponent does not have a resource card of the specified type, they do not have to give you anything.

You may play only 1 development card✹ during your turn.

R

Resource Cards (Resources)



There are 5 different types of resources (see page 3): grain (from fields), brick (from hills), ore (from mountains), lumber (from forest), and wool (from pasture). These resources are represented by "resource cards." You receive these cards as income from the resource production of these hexes. Resource production is determined by the dice roll at the beginning of each turn. You receive your income for each terrain hex adjacent to your settlements or cities every time the production number on the hex is rolled (exception: see Robber✹).

Resource Production

On your turn, you must roll the dice for the turn's resource production. The number rolled determines which hexes produce resources. Each number appears twice—except for "2" and "12," which only appear once.

All players who have settlements✹ or cities✹ on the hexes indicated by the roll receive the yields (resource cards) of those hexes. Each settlement produces 1 resource card and each city produces 2 resource cards.

Example: *See Illustration J. Loren, the blue player, rolls a "4," Her settlement "A" borders a hills hex marked by the number "4," so she takes a brick card. If settlement "A" had been a city, she would have received 2 brick cards. Bridget owns the red settlement "B" that borders on 2 hexes with the number "4": hills and pasture. Bridget takes 1 brick card and 1 wool card from the supply stacks.*

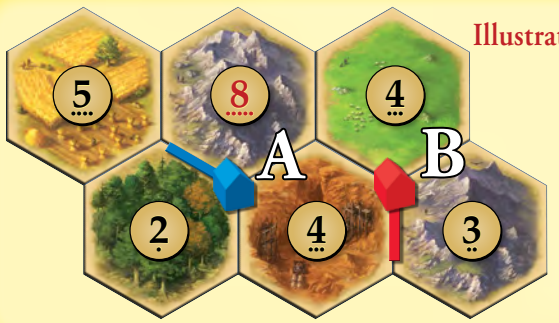


Illustration J

It is possible that during the game there will not be enough resources in the bank to supply all of the yields. If there are not enough resource cards to give every player all the production they earn, then no player receives any of that resource that turn. **Exception:** If the shortage of resource cards only affects a single player, give that player as many of these resources as are left in the supply, and any extras are lost. In either case, production of other types of resources is not affected.

Resource Trade

In the second phase of your turn, you may trade with the other players. The other players may not trade among themselves, only with the player whose turn it is. There are 2 different kinds of trade:

- Domestic trade✹ and
- Maritime trade✹.

Roads

The roads connect your settlements and cities. You build roads on paths✹. You cannot build new settlements without also building roads. Roads provide victory points only if you hold the Longest Road✹ special card. Only 1 road may be built on each path. You can build roads along the coast.

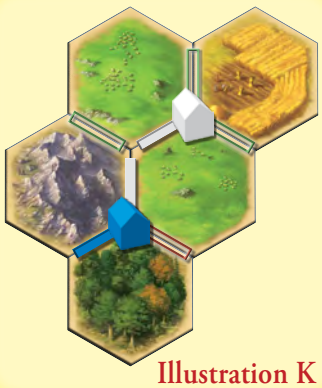


Illustration K

Example: *See Illustration K. Liam, the white player, would like to build a road. He may build (place) his road on any of the paths outlined in green. Each of these paths connects to either Liam's road or his settlement, and is not blocked by the blue player's settlement (see the path outlined in red).*

Robber

The robber begins the game in the desert✹. It is moved only by rolling a "7"✹ or playing a Knight✹ card.



If the robber is moved to any other terrain hex, it prevents that hex from producing resources. Players with settlements and/or cities adjacent to the target terrain hex receive no resources from this hex as long as the robber is in the hex.

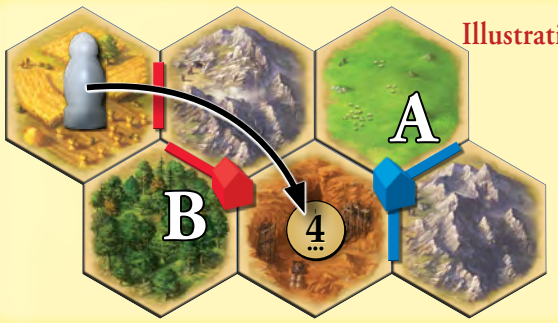


Illustration L

Example: *See Illustration L. It is Xander's turn and he rolls a "7." He must move the robber. The robber was in a fields hex. Xander places it on the "4" number token of a hills hex. If a "4" is rolled in the coming turns, the owners of settlements "A" and "B" do not receive a brick resource card. This lasts until the robber is moved again by another "7" or a knight card. Xander may also take 1 resource card at random from 1 of the players who own settlements "A" or "B".*

Rolling a "7" and Activating the Robber

If you roll a "7" for resource production, none of the players receive resources. Instead:

(1) Each player counts their resource cards. Any player with more than 7 resource cards (i.e., 8 or more) must choose and discard half of them. Return discards to the supply stacks. If you hold an odd number of cards, round down (e.g., if you have 9 resource cards, you discard 4).

Example: *Alex rolls a "7." He has only 6 cards in his hand. Larry has 8 cards and Will has 11. Larry must discard 4 cards and Will 5 (rounding down).*

(2) Then you (the player who rolled the "7") must move the robber✹ to the number token✹ of any other terrain hex (or to the desert✹ hex). This blocks the resource production of this hex, until the robber moves to another number token or the desert.

(3) After discarding occurs, you also steal 1 resource card at random from a player who has a settlement or city adjacent to this new hex. If there are 2 or more players with buildings there, you may choose from which one to steal.

The robber must be moved. You may not choose to leave the robber on the same hex.

After moving the robber, your turn continues with the trade phase.

See also *Knights*✹.

S

Settlements



A settlement is worth 1 victory point. Settlements are built on intersections✹ (where 3 hexes meet or 1 or 2 hexes meet the frame). You share in all of the resource production of each terrain hex adjacent to your settlements.

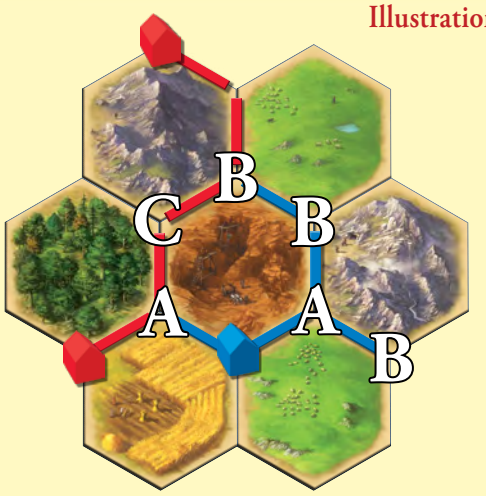
You must meet 2 conditions when building a settlement:

(1) Your settlement must always connect to 1 or more of your own roads✹.

(2) You must observe the Distance Rule✹. For an example of the distance rule, see Illustration M on page 12.

Example: *See Illustration M. Olivia, the blue player, wants to build a new settlement. She may only do so at one of the intersections marked "B". She cannot build on "A" because of the Distance Rule, nor on "C" because no blue road leads to this intersection.*

Illustration M



Note: *If you have built all 5 of your settlements, you must upgrade 1 of your settlements to a city before you can build another settlement. You will then have the settlement in your supply, so you can build another settlement.*

Set-Up Phase

Begin the "set-up phase" after you build the game map (see Illustration N and *Set-up, Variable*✹).

Illustration N



Suggested Beginners' Map Set-up

Everyone chooses a color and takes the corresponding game pieces:

- 5 settlements;
- 4 cities;
- 15 roads; and
- 1 building costs card.

Sort the resource cards into 5 stacks and place them face up beside the board.

Shuffle the development cards✹ and place them face down beside the resource cards.

Place the 2 special cards and the dice beside the board.

Place the robber in the desert.

The set-up phase has 2 rounds. Each player builds 1 road and 1 settlement per round.

Round One



Each player rolls both dice. The player who rolls highest is the starting player and begins.

The starting player places a settlement on an unoccupied intersection✹ of their choice, then places a road adjacent to this settlement.

The other players then follow clockwise.

Everyone places 1 settlement and 1 adjoining road.

Important: *When placing all other settlements, the Distance Rule✹ (see page 7) always applies!*

Round Two

Once all players have built their first settlement, the player who went last in the first round begins round two. That player builds their second settlement and its adjacent road.

Important: *After the starting player builds, the other players follow* ***counterclockwise****, so the starting player in round one places their second settlement last.*

The second settlement can be placed on any unoccupied intersection, as long as the Distance Rule is observed. It doesn't have to connect to the first settlement. The second road must attach to the second settlement (pointing in any of the 3 directions).

Each player receives their starting resources immediately after building their second settlement. For each terrain hex adjacent to this second settlement, take a corresponding resource card from the supply.

Note: *The starting player (the last to place their second settlement) begins the game: That player rolls both dice for resource production. You can find helpful tips about the set-up phase under "Tactics."*

Set-Up, Variable

Assemble the frame as outlined on pages 2-3.

Note: *If you want to vary relative harbor locations slightly, just shuffle the order of the frame pieces* ***and do not*** *place the random harbor pieces as outlined below in point 2.*

Illustration O



Turn the terrain hexes face down. Shuffle the terrain hexes.

1. Randomly place the terrain tiles face up inside the frame arranged as shown in Illustration O.

2. Now take the 9 harbor pieces (the small 5-sided pieces with ships on them) and randomly place one on top of each harbor on the frame. See Illustration P.

Illustration P



3. Place the 18 number tokens as shown in Illustration Q:

- Sort the number tokens beside the board, letter side face up.
- Place 1 token on each land hex. Start at a corner of the island. Place the number tokens on the terrain hexes in alphabetical order, proceeding *counter-clockwise* toward the center. Skip the desert.

Illustration Q



Important: *Alternatively, you can use a fully random set-up. Place 1 token on each land hex. Start at one corner of the island, and place the number tokens in random order. In such case, the tokens with the red numbers must not be next to each other. You may have to swap tokens to ensure that no red numbers are on adjacent hexes.*

Note: *The desert never gets a number token. It should be skipped.*

More set-up instructions can be found in "Set-up Phase."✹

Soldier Cards

Some earlier editions of *Catan* had soldier cards. These are now called knight cards. See Knight Cards✹.

Starting Set-Up for Beginners

If you want to use the starting set-up, lay out the board as shown in Illustration R (and the Game Overview):

- Assemble the frame exactly as shown in Illustration R.
- Place the terrain hexes exactly as shown in Illustration R.
- Place 2 settlements and 2 roads of each color as shown.

If only 3 are playing, remove the red pieces.

- Each player receives the 3 resources from the terrain hexes adjacent to their settlement marked by the white star.

The oldest player is the starting player. The oldest player takes the first turn and rolls for resource production.

T

Tactics

Since you play Catan with a variable map, the tactical considerations of each game are different. There are, nevertheless, some common points you should consider:

- Brick and lumber are the most important resources at the beginning of the game. You need both to build roads and settlements. You should try to place at least 1 of your first settlements on a good forest or hills hex.
- Do not underestimate the value of harbors. For instance, a player with settlements or cities on productive fields should try to build a settlement on the "grain" harbor.
- Leave enough room to expand when placing your first 2 settlements. Look at your opponents' sites and roads before making a placement. Beware of getting surrounded! If you plan to build toward a harbor, the middle of the island may be a tricky place for a starting settlement, for it can easily be cut off from the coast.
- The more you trade, the better your chances of victory. Even if it is not your turn, you should offer trades to the current player!

Illustration R



Trade

After you roll for resource production, you may trade with other players (domestic trade✹) or with the bank (maritime trade✹).

- You may trade as long as you have resource cards.
- If you decide not to trade during your turn, no one can trade.
- You may trade with another player between your turns, but only if it is that player's turn and they elect to trade with you.
- You may **not** trade with the bank during another player's turn.
- You may **not** give away cards.
- You may **not** trade development cards.
- You may **not** trade like resources (e.g., 2 wool for 1 wool).

V

Victory Point Cards

Victory point cards are development cards✹, so they can be "bought." These orange framed development cards represent important cultural achievements, represented by certain buildings.



Each victory point card is worth 1 victory point. You only reveal your victory point cards when you or someone else wins the game! Keep victory point cards hidden until you have 10 points during your turn and you can declare victory. (You should also reveal them if someone else wins.)

Hint: *Again, keep your victory point cards hidden until the end of the game. Place them face down in front of you. Of course, if you have 1 or 2 unused cards face down in front of you for a long time, the other players will assume that they are victory point cards.*

A general note on Catan rules. This is the 5th English-language edition of *Catan* (aka *Settlers of Catan*). Over the years, the rules have been clarified, refined, and occasionally updated. As of January 1, 2015, all of the rules in this version of Catan take precedence over any previously-published rules.

Victory Points

The first player to reach (be at) 10 victory points (VPs) on their turn wins the game.

Players acquire victory points (VPs) for the following:

1 settlement = 1 VP

1 city = 2 VPs

Longest Road special card = 2 VPs

Largest Army special card = 2 VPs

Victory point (VP) card = 1 VP

Since each player begins with 2 settlements, each player begins the game with 2 victory points.

Therefore, you only need 8 more victory points to win the game!



Hint: *In Catan, you will often see an icon of a rising sun (on VP cards and special VP cards, etc.). This is the VP symbol. It is a visual reminder for the things, other than settlements and cities, that earn you VPs. Each VP symbol you see is worth 1 VP.*

Victory Points in Catan


= 1 VP



= 2 VPs




= 2 VPs




= 2 VPs




= 1 VP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If you would like to protect your cards in this game, we recommend Gamegenic card sleeves.

The badge here indicates what style of sleeves and the number of packs required to sleeve all of the cards in this CATAN expansion.



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GAME OVERVIEW

1 The island of Catan lies before you. The isle consists of 19 terrain tiles surrounded by ocean. Your goal is to settle on Catan, and expand your territory until it becomes the largest and most glorious in Catan.

2 There are five productive terrain types and one desert on Catan. Each terrain type produces a different type of resource (The desert produces nothing). Each resource you receive is represented by a card. Here's what each terrain produces:



Hills
Produce Brick



Forest
Produces Lumber



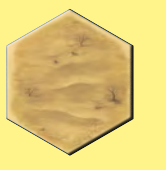
Mountains
Produce Ore



Fields
Produce Grain



Pasture
Produces Wool



Desert
Produces Nothing

3 You begin the game with 2 settlements and 2 roads. Each settlement is worth 1 victory point. You therefore start the game with 2 victory points! The first player to acquire 10 victory points on their turn wins the game.

4 To gain more victory points, you must build new roads and settlements and upgrade your settlements to cities. Each city is worth 2 victory points. To build or upgrade, you need to acquire resources.

5 *How do you acquire resources? It's simple.* Each turn, you roll 2 dice to determine which terrain hexes produce resources. Each terrain hex is marked with a round number token. If, for example, a "10" is rolled, all terrain hexes with a "10" number token produce resources—in the illustration on the right, those terrain hexes are a mountains hex (ore) and a hills hex (brick).



6 You only collect resources if you own a settlement or city bordering these terrain hexes. In the illustration, the red settlement [A] borders the "10" mountains and orange settlement [B] borders the "10" hills. If a "10" is rolled, the red player receives 1 ore card and the orange player receives 1 brick card.

7 Since the settlements and cities usually border on 2-3 terrain types, they can "harvest" up to 3 different resources based on the dice roll. Here, the white settlement [C] borders on forest, mountains, and pasture. A settlement at [D] would only harvest the production from 2 terrain hexes (hills and mountains). Finally, a settlement at [E] would only harvest the production from 1 terrain hex (pasture). However [E] is also at a wool harbor.

8 Since it's impossible for you to have settlements adjacent to all terrain hexes and number tokens, you may receive certain resources only at rare intervals—or never. This is tough, because building requires specific resource combinations.

9 For this reason, you can trade with other players. Make them an offer! A successful trade might yield you a big build!

10 You can only build a new settlement on an unoccupied intersection if you have a road leading to that intersection and the nearest settlement is at least two intersections away.

11 Carefully consider where you build settlements. The numbers on the round tokens are depicted in varying sizes. They also have dots (pips) below the numbers. The taller the depicted number, and the more pips it has, the more likely that number is to be rolled. The red numbers 6 and 8 are the tallest numbers with the most pips; they are likely to be rolled most frequently.



Bottom line: The more frequently a number is rolled, the more often the hexes with those numbers produce resources. You should consider settling on hexes that have good potential for production (*i.e. 6 and 8 vs. 2 and 12*). However, these same high-producing hexes are often the primary target for the robber.