



Dear Settlers,

Before you invite your fellow gamers over, we suggest that you read over these "Game Rules." Peruse the short Game Overview on page 16 and study the game board illustration. Then read the Game Rules in peace. This will not take long. The actual rules (beige bordered pages with red page title headers) are quite short.

You do not need to read the rest of the entire Almanac (blue bordered pages with blue page title headers) quite yet. Use the Almanac for reference when questions come up during play.

Change to this edition from other editions: The Robber from old editions of Catan has been replaced by the Wanderer . Similar to the Robber, the Wanderer blocks production on hexes, however the dice determine where the Wanderer is placed, rather than by the players. This new mechanic removes fighting amongst players "I lost because everyone put the robber on me." etc, and puts more fun back into playing the game.

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



# 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 (chits)
- 100 Resource Cards (bearing the symbols for ore, grain, lumber, wool, and brick resources)
- 40 Development Cards (20 Knight/Soldier Cards, 15 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 robber
- 1 Game Rules & Almanac booklet

## CONSTRUCTING THE ISLAND

If your edition comes with a frame, 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 play the game The Settlers of 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.

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.

# GAME RULES



## STARTING MAP FOR BEGINNERS

Beginners should set up the game according to the example shown here. Begin game with the resource cards produced by the 3 terrain areas around the settlements marked with white stars ⭐.

## DICE ROLL ODDS

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

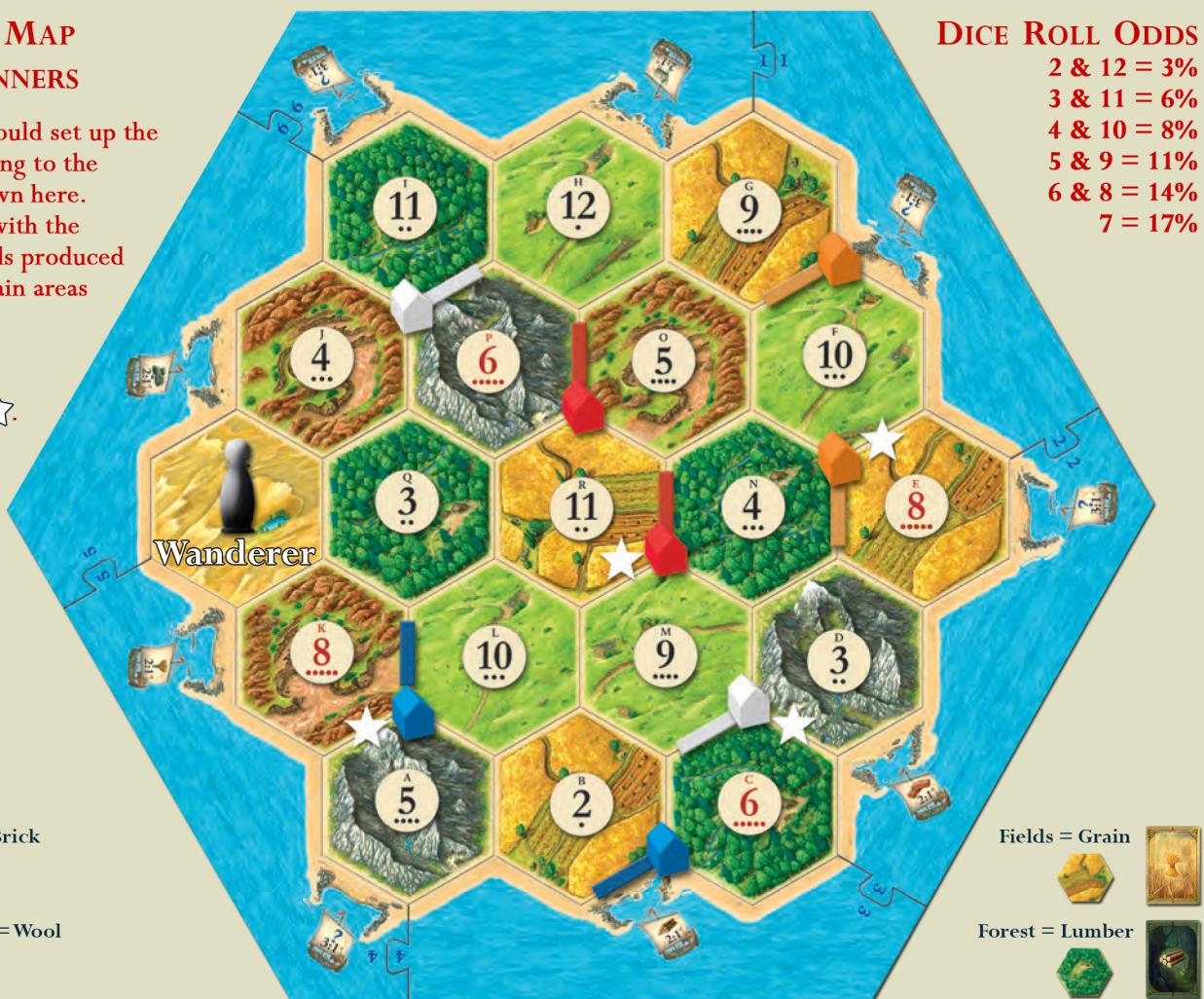


Illustration A

## 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.

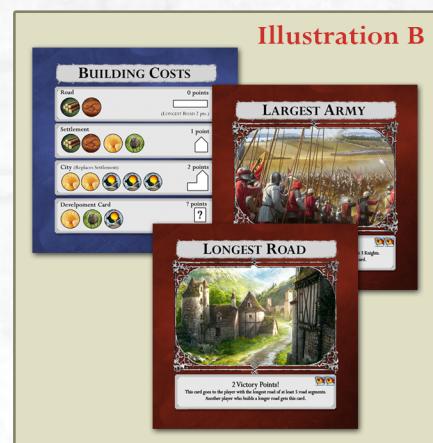
*Note: Remove the red pieces from the game if you are playing a 3-player game.*

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 on 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



# GAME RULES

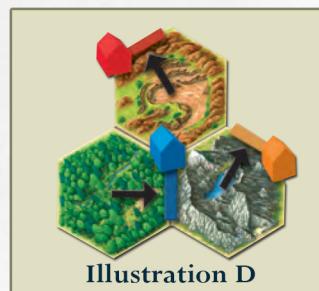
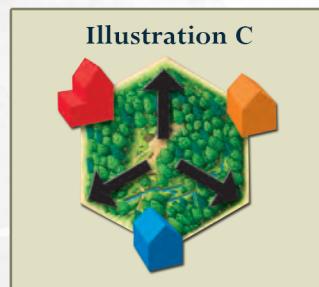


*Example: See Illustration A. Blue receives 1 brick card, wool card, and 1 ore card for his leftmost settlement (i.e., his settlement marked with a star).*

Each player keeps his Resource Cards hidden in his 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.*



## 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:

1. You must roll for resource production first (the result applies to all players).
2. You may trade 🎁 resources with other players or using maritime trade.
3. 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 your dice roll (unless the card says otherwise).

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."*



## 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 is 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.



### 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 counter offers.

*Important: Players may only trade with the player whose turn it. 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 special harbors (trading the resource type shown) at 2:1.

*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, he immediately takes the Special Card (and its 2 victory points). In this case, there is a 4 victory point swing!



# GAME RULES



## 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 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 Wanderer.

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 his Resource Cards and return them to the bank. Then you must move the Wanderer 🎲. Proceed as follows:

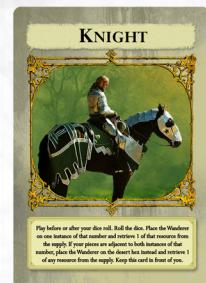
- (1) Roll the dice again.
- (2) Place the Wanderer on one hex on the board showing the number you rolled. In the case where there are two instances of that number on two different hexes (the game has two 3's, two 4's etc.), you choose which hex the Wanderer will go.

(3) BLOCKED! The Wanderer covers the chosen number on the chosen hex and blocks players on that hex from producing resources there. (Until someone else rolls a "7" or plays a Knight)

(4) Collect one Resource Card from the supply matching the hex where you placed the Wanderer.

*Remember: You can't block yourself with the Wanderer! For example, if you roll a 6 and you are on one of the hexes with a 6, you must place the Wanderer on the other 6. If you roll a 12 (there is only one 12 in the game) then you can't place the Wanderer there: instead place the Wanderer on the desert hex and collect any one resource card of your choice from the supply.*

*Also: If you roll a "7" in step 1, immediately place the Wanderer on the desert hex and collect any one resource card of your choice from the supply. Then continue your turn.*



### b) Playing Development Cards

At any time during your turn, you may play 1 Development Card (on the table). That card, however, may not be a card you bought during the same turn!

#### Knight (aka "Soldier") Cards 🎲

The Knight contains a partial version of the text listed above but it really just does what is listed in: "Rolling a '7' and Activating the Wanderer" When playing a Knight card, read the Wanderer rules above and follow the steps.

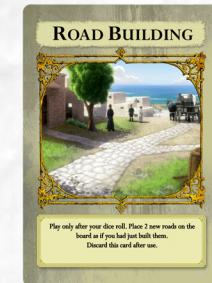
Once played, Knight Cards remain face up in front of you.

The first player to have 3 Knight Cards in front of himself receives the Special Card "Largest Army," which is worth 2 victory points. If another player has more Knight Cards in front of him than the current holder of the Largest Army card, he immediately takes the Special Card and its 2 victory points.

**Progress Cards 🎲** If you play a Progress Card, follow its instructions. Then the card is placed in the Dev. Card discard pile.

#### Victory Point Cards 🎲

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 when 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 his turn.

# ALMANAC

This “Catan Almanac” contains detailed, alphabetical entries and examples for The Settlers of 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. 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 build more settlements later

**Example:** See Illustration E. Claudia, the blue player, rolls a resource production roll of “8.” Claudia (blue) 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.



**Hint:** It is extremely difficult to win the game without upgrading settlements into 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. Since a site on the coast borders only 1 or 2 terrain hexes, however, 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. Naturally you can trade, build, trade again and build again. You can even use a harbor on the same turn you build a settlement there. This will also speed up the game.

# ALMANAC

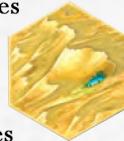
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## D

### DESERT

The desert is the only terrain hex that does not produce resources. The Wanderer 🏕 is native to the desert, and he 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: Knights 🏰, Progress 🏢, and Victory Points 🎁.

When you buy a Development Card, take the top card of the draw stack 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.

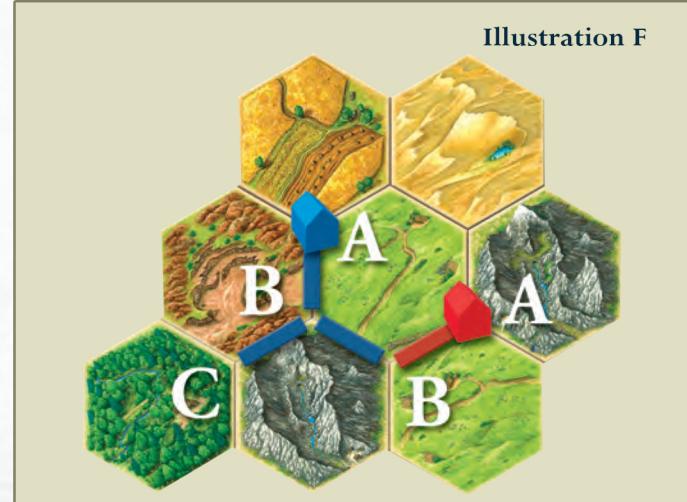
You can play the card at any time, even before you roll the dice, unless the card says otherwise. You may not, however, play a card that you bought during the same turn. Exception: If you buy a card and it is a Victory Point Card 🎁 that brings you to 10 points, you may immediately reveal this card (and all other VPCards) 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 open 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.”



### 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, but you may not give away cards (i.e., “trade” 0 cards for 1 or more cards).

**Important:** While it is your turn you must be a part of all trades, the other players may not trade amongst 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:** Jhinuk has 2 settlements (2 points), the Longest Road special (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 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. He then takes his turn using the same 3 phases.

## H

**HARBORS**

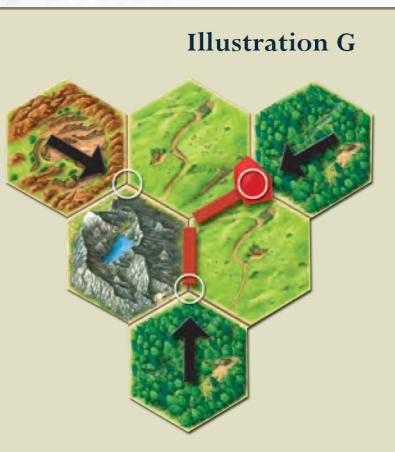
Harbors allow you to trade resources more favorably. In order to control a harbor, you must build a settlement on a coastal intersection 🎲 which borders the harbor. See also "Maritime Trade" 🎲 .



## 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.



## K - L

**KNIGHT CARDS**

See "Soldier Cards."

**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, he immediately takes the Special Card. The 2 victory points likewise count for the new owner.

**LONGEST ROAD**

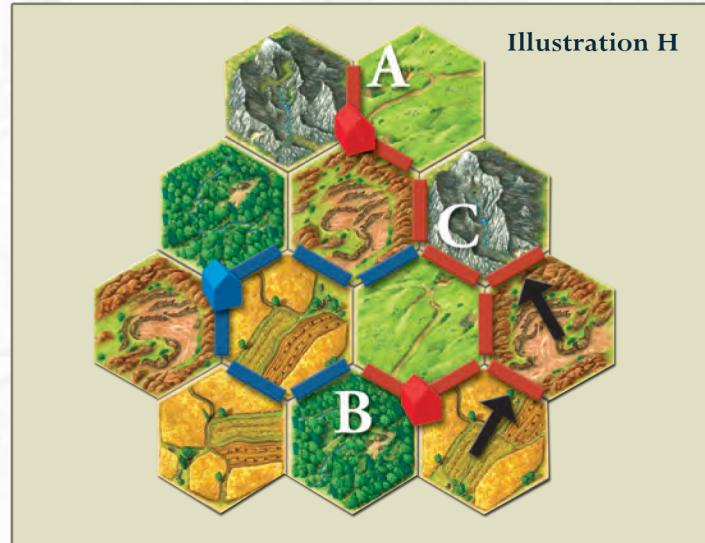
If you are the first player to build a continuous road of at least 5 individual road pieces, you take this Special Card and place it face up in front of you. This card is worth 2 victory points.

**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, he immediately acquires your "Longest Road" card. He also acquires the 2 bonus victory points. (Since you also lose the 2 victory points, it is a 4 point swing!)

**Example:** See Illustration H. Emily, the red player, builds a continuous trade route with 7 roads (A-B). The branch roads marked with arrows are not counted. Emily snags the "Longest Road" Special Card



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

**Example:** In the example on page 8, the blue player Coleman builds a settlement on intersection "C" (which would be 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).

Set the "Longest Road" card aside if—after a longest road is broken—several players tie for the new longest road or 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 the (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 one other Resource Card during your trade phase.

**Example:** Olivia, the red player, has built a settlement at a generic harbor.

She can, for instance, exchange 3 lumber cards for 1 wool card. **Special Harbor (2:1):** There is but 1 special harbor for each type of resource (with the same symbol). So, it is important to build on the type of special harbor you can use fairly frequently. (Look at your resource production.) 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:** Nick, the orange player, built a settlement at the ore special harbor. Nick 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 (CHITS)

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

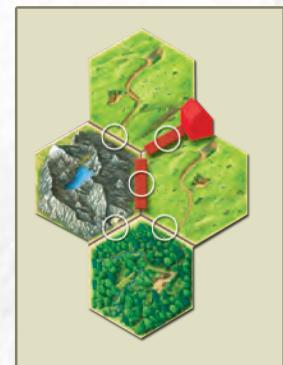
The more often a number is rolled, the more often each associated hex produces resources. Note the dots (pips) beneath the numbers on the tokens. The larger the number of dots, the more likely it is that number will be rolled. "6" and "8" are the most frequently rolled numbers. They each have 5 dots,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

The small letters on the top of the number markers are important during the setup phase (see Set-up Phase ●).

## P

### PATHS

Paths are defined as the edges where two hexes meet. Paths run along the border of two terrain hexes or between a land hex and the frame. Only one road can be built on any path. Each path leads to an intersection where 3 hexes meet.



### PROGRESS CARDS

Progress Cards are a type of Development Card that is usually discarded after use.

There are 2 each of 7 varieties and a single eighth powerful card. Each progress card explains itself (see card text for reference)

- x2 Alchemist
- x2 Monopoly
- x1 Pillagers
- x2 Reroute
- x2 Road Building
- x2 Storeroom
- x2 Turncoat
- x2 Year of Plenty

You may only play 1 Development card per turn unless you are revealing multiple Victory Point Cards and declaring victory

## R

### RESOURCE CARDS

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). 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 Wanderer ).



### 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; each city 2 Resource Cards.

**Example:** Loren, the blue player, rolls a "4". Her settlement "A" borders a pasture marked by the number "4", so she takes a wool card. If settlement "A" had been a city, she would have received 2 wool cards.

Bridget owns the red settlement "B" that borders on 2 hexes with the number "4": mountains and pasture. Bridget takes 1 ore card and 1 wool card from the supply stacks.



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. Production of other types of resources is not affected.

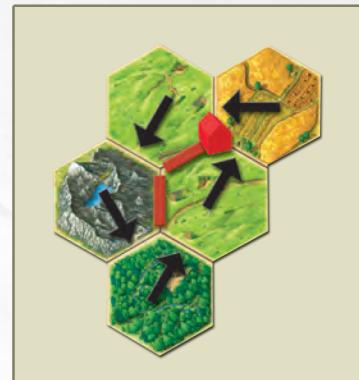
### RESOURCE TRADE

In the second phase of your turn, you may trade with the other players. The other players may not trade amongst 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.



**Example:** Liam, the red player, would like to build a road. He may build (place) his road on any of the paths marked with arrows. Each of these paths connects to either Liam's road or his settlement.



**Remember:** The Robber from old Editions of Catan has been replaced in this edition by the Wanderer.

### ROBBER - WANDERER

The Wanderer begins the game in the desert . It is moved only by rolling a "7" or playing a Knight Card. If the Wanderer is moved to any other terrain hex, he 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 Wanderer is in the hex.

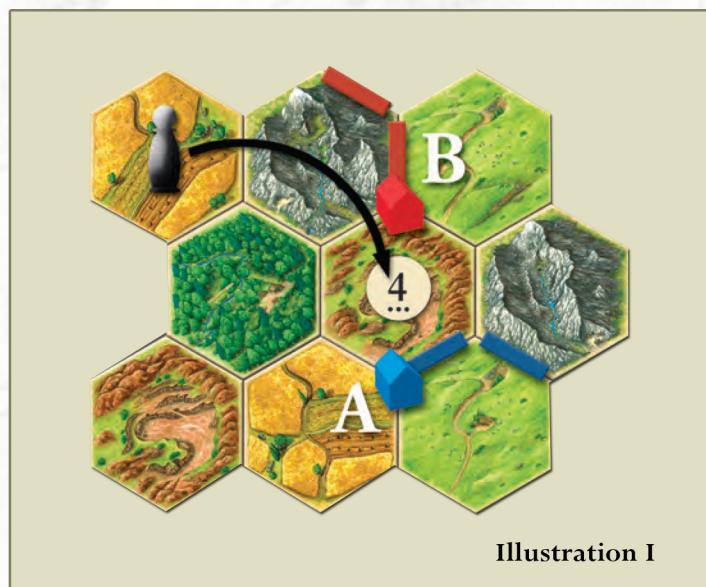


Illustration I

**Example:** See Illustration I on the previous page. It is Xander's turn and he rolls a "7." He must roll again immediately to see where the Wanderer will end up. He rolls a 4. Since Xander's pieces are on the other 4 hex in the game, he must place the Wanderer on the brick hex. It is now blocked. Xander collects one brick Resource Card from the supply, and play continues. The Wanderer will stay there until someone else rolls a "7" or plays a Knight card.

## ROLLING A "7" AND ACTIVATING THE WANDERER

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

First, each player counts his 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).

(1) Then you (the player who rolled the "7") must roll the dice again.

(2) Place the Wanderer on one hex on the board showing the number you rolled. In the case where there are two instances of that number on two different hexes (the game has two 3's, two 4's etc.), you choose which hex the Wanderer will go.

(3) BLOCKED! The Wanderer covers the chosen number on the chosen hex and blocks players on that hex from producing resources there. (Until someone else rolls a "7" or plays a Knight)

(4) Collect one Resource Card from the supply matching the hex where you placed the Wanderer.

*Remember: You can't block yourself with the Wanderer! For example, if you roll a 6 and you are on one of the hexes with a 6, you must place the Wanderer on the other 6. If you roll a 12 (there is only one 12 in the game) then you can't place the Wanderer there: instead place the Wanderer on the desert hex and collect any one resource card of your choice from the supply.*

*Also: If you roll a "7" in step 1, immediately place the Wanderer on the desert hex and collect any one resource card of your choice from the supply. Then continue your turn.*

The Wanderer must be moved. You may not choose to leave the Wanderer in the same hex. After moving the Wanderer, your turn continues with the trade/build phase.

See also Knights (aka "Soldiers") ☰ .

## SETTLEMENTS

A settlement is worth 1 victory point. Settlements are built on intersections ☱ (where 3 hexes meet). 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 ☱ .

**Example:** See Illustration J.

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.

**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.

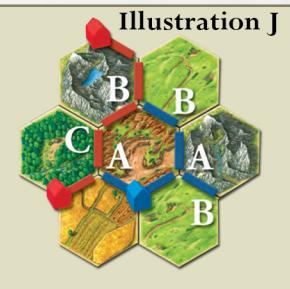


Illustration J



This is the suggested Beginner's Map Set-up

## SET-UP PHASE

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

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 Wanderer 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 open intersection of his choice. He 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 settlements, the Distance Rule always applies!

## ROUND TWO

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

**Note:** After he builds, the other players follow counterclockwise, so the starting player in Round One places his second settlement last.

The second settlement can be placed on any open 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 his starting resources immediately after building his second settlement; for each terrain hex adjacent to this second settlement, he takes a corresponding Resource Card from the supply.

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

## SET-UP, VARIABLE

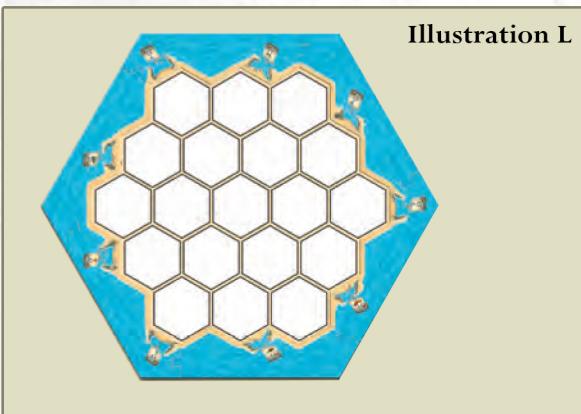
Assemble the frame as outlined on pages 2-3.

**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.

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 L.

Illustration L



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 M.

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

• Sort the number tokens beside the board.

• 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 M

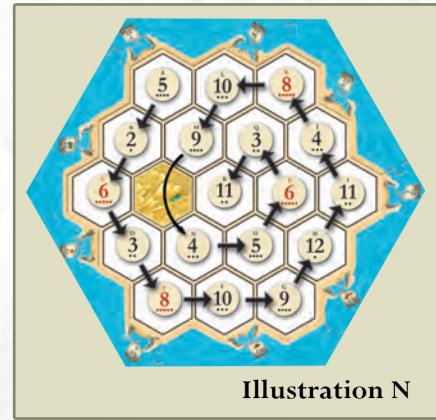
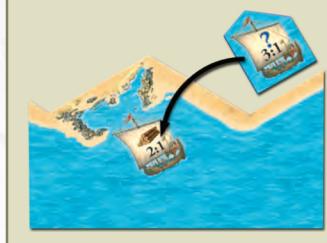


Illustration N

**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."

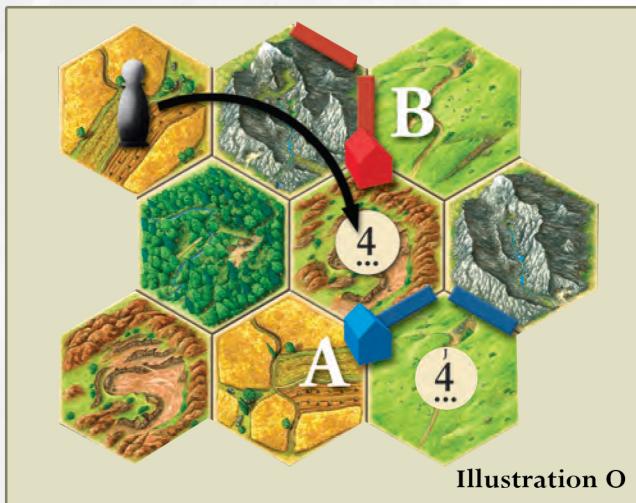
## SOLDIER (KNIGHT) CARDS

When you play a "Knight" Development Card during your turn, you immediately follow the steps found in the "Rolling a "7" and Activating the Wanderer" section.

Though the Knight Cards themselves have a partial explanation on what to do when using a Knight Card, the more thorough description is found in the "Rolling a "7" and Activating the Wanderer" section.

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 Knight Cards than you, he takes the Special Card, and the 2 victory points that go with it.

**Example:** See Illustration O on the next page. On Al's turn he plays a Knight Card, rolls the dice and rolls a 4. There is a 4 sheep hex and a 4 brick hex. Al is on neither, but he doesn't want a sheep, so he places it on the brick hex. The brick hex is now blocked and Al takes a brick Resource Card from the supply and play continues.



### STARTING SET-UP FOR BEGINNERS

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

- Assemble the frame exactly as shown in Illustration P.
- Place the terrain hexes exactly as shown in Illustration P.
- 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 his 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 The Settlers of 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!



### TRADE

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

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 his turn and he elects to trade with you. You cannot trade with the bank during another player’s turn.

You may not give away cards. You may trade as long as you have Resource 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 the fewest type of Development Cards (because they directly help you win as they each count as Victory Points, 1 a piece!). They represent important cultural achievements and tactical advancements your people have made in settling Catan.

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.*

**VICTORY POINTS**

The first player to reach (be at) 10 victory points on his 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 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!



## W

**WANDERER**

(See entry: Robber)

New to this edition of Catan, The Wanderer replaces the Robber with more fair and less “targeting” tactics that were employed via the Robber. (Also solving other problems that arose with the Robber such as Extortion, “Give me a card and I won’t put it on you.” etc.)

The Wanderer still blocks resource production, however.

**CREDITS**

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# GAME OVERVIEW

CATAN

The island of Catan lies before you. The isle consists of 19 terrain hexes surrounded by ocean. Your goal is to settle the Island and expand your territory to become the largest and most glorious in Catan.

There are five productive terrain types and one desert on Catan. Each terrain type produces a different type of resource (card). The desert produces nothing. (See the six terrain hexes under "Resource Production" below.)

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

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

How do you acquire resources? It's simple. Each turn, a dice roll determines which terrain hexes (indicated by the numbered markers) produce resources. If, for example, a "5" is rolled, the two terrain hexes containing the "5" produce resources. In the Overview Example below, one of the hills produces bricks, and one of the mountains produces ore.

## RESOURCE PRODUCTION



Hills = Brick



Pasture = Wool



Mountains = Ore



Fields = Grain



Forest = Lumber



Desert = Nothing



