Catan - Game Rules Summary

Players: 3–4 (5–6 with expansion)
Play Time: 60–120 minutes
Recommended Age: 10+
Game Type: Resource management, trading, territory building
Designer: Klaus Teuber
Publisher: Catan Studio

Objective:

Be the first player to reach **10 Victory Points (VP)** by building settlements, cities, and roads, and through development cards or longest road/largest army bonuses.

Setup:

- Modular hex tile board with land and sea tiles.
- Randomly place resource hexes (brick, lumber, ore, grain, wool) and desert.
- Place numbered tokens (2–12) on each resource tile (excluding desert).
- Each player places 2 settlements and 2 roads during setup.

Gameplay Overview:

Each turn, players follow these steps:

1. **Roll Dice:** Roll 2 six-sided dice.

- The sum determines which hexes produce resources (players with adjacent settlements/cities collect).

- A roll of **7** activates the **Robber**:
- Players with >7 cards must discard half.
- Robber is moved to a hex; that hex no longer produces resources.
- The active player steals 1 resource card from a player with a settlement/city adjacent to the new robber hex.

2. **Trade:** Players may trade resources with other players (**domestic trade**) or with the bank (**maritime trade**) at 4:1 or better if they control ports.

3. **Build:** Spend resource cards to:

- Build roads (brick + lumber)
- Build settlements (brick + lumber + grain + wool)
- Upgrade settlements to cities (2 grain + 3 ore)
- Buy development cards (grain + wool + ore)

Victory Points:

- **Settlements:** 1 VP each
- **Cities:** 2 VP each
- **Longest Road (5+ roads in a line):** 2 VP
- **Largest Army (3+ knights):** 2 VP
- **Development Cards:** May provide 1 VP each (hidden until revealed)

Restrictions:

- Settlements must be at least 2 road spaces apart.
- Can't build through another player's settlement or city.
- Max hand size of 7 when a 7 is rolled.

Images of Catan Board Game