

# THE SETTLERS OF CATAN



COMPLETELY ANNOTATED  
RULES & ALMANAC



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*Originally released in 1995  
Transcribed, organized, and notes by Derek Whaley<sup>1</sup>*

*A Game of Discovery, Settlement & Trade for 3 to 4 players aged 10 and above by Klaus Teuber*

In *The Settlers of Catan* you control a group of settlers trying to tame the wilds on the remote but rich isle of Catan. Start by revealing Catan's many harbors and regions: plains, pastures, mountains, hills, forests & desert. The random mix creates a different board virtually every game.

Embark on a quest to settle the isle of Catan! Guide your settlers to victory by clever trading and cunning development. Use resource combinations—grain, wool, ore, brick, and lumber—to buy development cards and build roads, settlements, and cities. Acquire your resources through trades or lucky dice. But beware! Someone might cut off your road or buy a monopoly! And you never know when the wily robber might steal away with your precious gains!

## GAME CONTENTS

- 19 terrain hexes (tiles) (including 4 forests, 4 fields, 4 pastures, 3 hills, 3 mountains, and 1 desert)
- 6 sea frame pieces (with pre-printed harbors)<sup>2</sup>
- 9 harbor pieces (1 of each depicting each resource and 4 with a 3:1 trade icon)
- 18 circular number tokens (chits)
- 95 Resource Cards (19 of each resource)
- 25 Development Cards (14 Knight/Soldier cards, 2 Road Building cards, 2 Monopoly cards, 2 Year of Plenty cards, 5 Victory Point cards)
- 4 “Building Costs” Cards (1 of each color)<sup>3</sup>
- 2 Special Cards: “Longest Road” & “Largest Army”
- 16 cities (4 in each color church-shaped)
- 20 settlements (5 of each color house-shaped)
- 60 roads (15 of each color shaped like bars)
- 2 dice (1 yellow, 1 red)<sup>4</sup>
- 1 robber
- 1 Game Rules & Almanac booklet<sup>5</sup>

<sup>1</sup> These rules follow those of the 4<sup>th</sup> edition Mayfair Games release from 2007.

<sup>2</sup> Before the 4<sup>th</sup> edition, *Settlers* included 9 blank sea hexes, 9 harbor hexes, and no frame pieces.

<sup>3</sup> Earlier editions printed the cards with a generic white background.

<sup>4</sup> The 3<sup>rd</sup> edition included two white dice. The red die was available in *Cities & Knights of Catan*.

<sup>5</sup> Previous editions separated the two documents and included a quick reference guide.

## 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 in the next section.

## 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 you use the “Starting Set-up for Beginners” (See Illustration A). 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. 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.

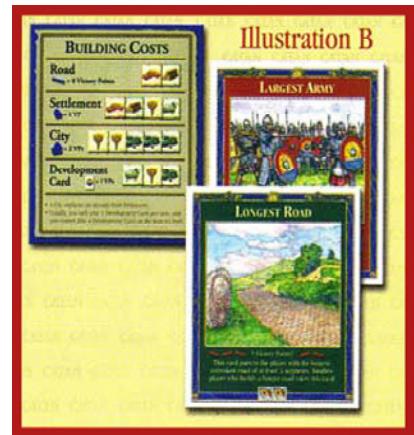
## SETTING UP THE GAME FOR BEGINNERS

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.<sup>6</sup>

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 3 Resource Cards from their stacks.

**Example:** See Illustration A. Blue receives 1 brick card, 1 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 boxes—never along the edges (see Illustration C). Roads may only be placed at the edges of the terrain boxes—1 road per edge (see Illustration D). This rule means that many intersections will remain unoccupied.

The oldest player is the starting player. The oldest player takes the first turn and rolls for resource production.<sup>7</sup>

<sup>6</sup> The official rules add: “Remove the red pieces from the game if you are playing a 3-player game.” However, this is not required. Simply remove the colored pieces that no player has selected and set them aside.

<sup>7</sup> **Hands-Up Variant:** All players must play with their hand of Resource cards face-up.

## 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, assemble the frame as outlined above.<sup>8</sup>

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.
2. Now take the 9 harbor pieces (the small 5-sided pieces with the 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, using the alphabetical numbering as references for the placement order.
  - Sort the number tokens beside the board.
  - Place 1 token on each land hex. Start at the corner of the island.

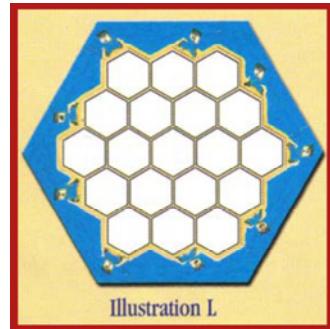


Illustration L

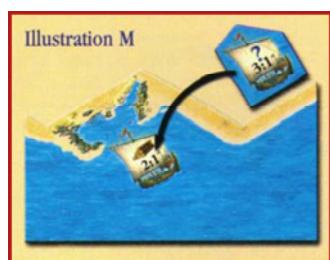


Illustration M

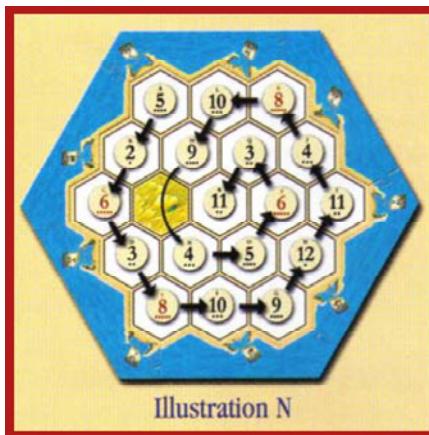


Illustration N

Place the number tokens on the terrain hexes in alphabetical order, proceeding *counter-clockwise* toward the center. Skip the desert.<sup>9</sup>

**Important:** Alternatively, you can use full 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.

## SETTING UP THE GAME FOR EXPERIENCED PLAYERS

Begin the “set-up phase” after you build the game map. 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.

<sup>8</sup> 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.

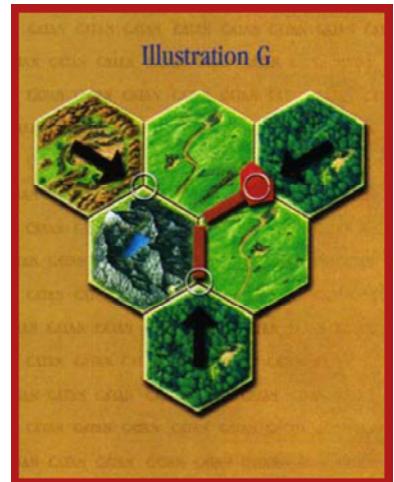
<sup>9</sup> The desert never gets a number token. It should be skipped.

## 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.<sup>10</sup> 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. The starting player then places a road adjacent to this settlement.

The other players then follow clockwise. Everyone places 1 settlement and 1 adjoining road.



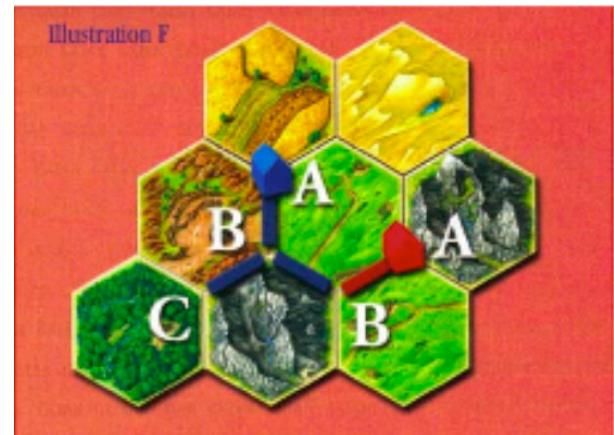
You must always remember the Distance Rule. You may only build a settlement on an open intersection and only if none of the 3 adjacent intersections contains a settlement or city.

*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.”*

## 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. After he builds, the other players follow counterclockwise, so the starting player in Round One places his second settlement last.<sup>11</sup>

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).



<sup>10</sup> **Tactic:** 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.

<sup>11</sup> **Tactic:** 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.

Each player receives his starting resource immediately after building his second settlement; for each terrain hex adjacent to this second settlement, he takes a corresponding Resource Card from his supply. The starting player (the last to place his second settlement) begins the game. He rolls both dice for resource production.

## 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<sup>12</sup>:

1. You *must* roll for resource production (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 you're done, pass the dice to the player to your left, who then continues with step 1.

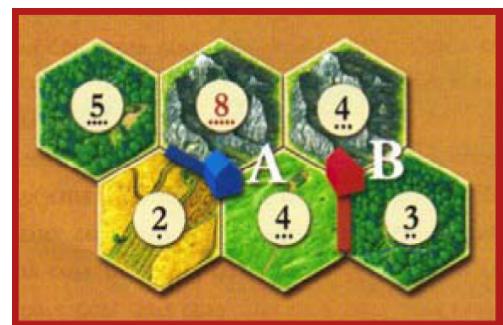
## THE TURN IN DETAIL

### 1. RESOURCE PRODUCTION

You begin your turn by rolling both dice. The sum of the dice determines which terrain hexes produce resources. Each number appears twice—except for “2” and “12,” which only appear once.

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. If you have 2 or 3 settlements bordering that hex, you received 1 Resource Card for each settlement. You receive 2 Resource Cards for each city you own that borders that hex.

*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.*



<sup>12</sup> **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 speed up the game.

It is possible that during the game there will not be enough resources in the bank to supply all 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.

### A) 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 the 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.

### B) RESOURCE CARDS



There are 5 different types of resources: 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. 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).<sup>13</sup>

### C) THE DESERT



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

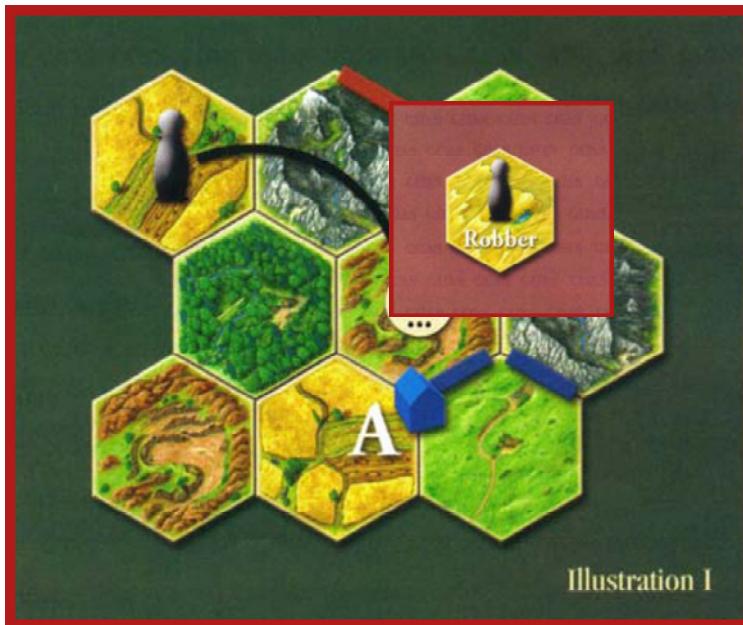
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<sup>13</sup> **Question:** Is it true that the number of cards in your hand is always open and available information? **Answer:** Yes. The quantity of cards you have in your hand is public information, but the identity of those cards is not. If a player asks, how many Resource Cards you have right before he moves the robber, you must tell him truthfully the number of Resource Cards you have in your hand. The same goes for Development Cards. The number of each type of card (Resource & Development) that you have is public knowledge at all times.

#### d) ROLLING A “7” AND ACTIVATING THE ROBBER

If you roll a “7,” no one receives any resources.<sup>14</sup> Instead:

- (1) 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).*

- (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<sup>15</sup>).<sup>16</sup> This blocks the resource production of this hex, until the robber moves to another number token. 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.

- (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. The player who is robbed holds his Resource Card hand face down. You then take 1 at random. If there are 2 or more players with buildings there, you may choose from which one to steal.<sup>17</sup>

<sup>14</sup> **Safe Beginning Variant:** In the first two complete turns, any roll of a “7” is ignored and rolled again until a combination other than a “7” is rolled.

<sup>15</sup> Previous editions did not allow players to return the robber to the desert.

<sup>16</sup> **Friendly Robber Variant (from *Catan: Traders & Barbarian*):** When a “7” is rolled or a Knight card is played, the robber may **not** be moved to a terrain hex that is adjacent to a settlement of a player who only has 2 victory points. If, because of this rule, the robber has not valid terrain hex to move to, the robber moves to (or remains on) the desert hex. In this case, a Resource card may **not** be taken from any player who only has 2 victory points. When using this rule, you still lose half of your Resource cards when a “7” is rolled and you have more than 7 Resource cards.

<sup>17</sup> **Question:** Are you allowed to hide your Resource Cards under the table, so that no one can see how many cards you have? **Answer:** No, you cannot hide your cards under the table (or in your pocket, the next room, under the board, etc.). The number of cards you have in your hand is always public knowledge. Only the types of cards may be hidden.

The robber *must* be moved. You may *not* choose to leave the robber in the same hex.<sup>18</sup>

After moving the robber, your turn continues with the trade phase.<sup>19</sup>

**Example:** See Illustration I. 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 last 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 owns settlements "A" or "B."

## 2. 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.<sup>20</sup> You cannot trade with the bank during another player's turn. You may not give away cards.<sup>21</sup> 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).

### A) DOMESTIC TRADE

On your turn, you can trade Resource Cards with any of the other players (after rolling for resource production). 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. You may trade as many times as you can, using single and multiple cards, but you may not give away cards (i.e., "trade" 0 cards for 1 or more cards).<sup>22,23</sup>

<sup>18</sup> **Optional Robber Movement Variant:** When a player rolls a "7", he can chose to ignore it and not move the robber. That player forfeits his right to steal a Resource card.

<sup>19</sup> **The Robber is a Pirate Variant:** A player may place the robber on any port hex. While the robber is there, no trades may be conducted using that port. The player who moved the robber can still steal a card from a neighboring player, as usual.

<sup>20</sup> **Question:** Are players allowed to suggest trades when it is not their turn? **Answers:** Yes. The rules state that you may only trade if the player who is taking his turn is included in the trade, but there is no rule that states that you can not negotiate a trade when it is not your turn.

<sup>21</sup> **Question:** Can I trade Resource Cards in exchange for another player doing something I want (such as not moving the robber adjacent to my city)? **Answer:** A legal trade must include an exchange of Resource Cards between two players. Each player must receive at least one card in the exchange, or it is not a trade. You cannot give another player Resource Cards as a bribe, because you would not receive any Resource Cards in exchange.

<sup>22</sup> Players may only trade with the player whose turn it is. The other players may **not** trade among themselves.

<sup>23</sup> **Tactics:** 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!

**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.

## B) MARITIME TRADE

You can also trade without the other players! On your turn, you can trade resources using maritime trade during the trade phase, even without involving another player.

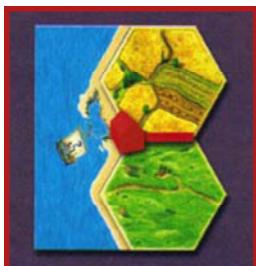
The most basic (and unfavorable) exchange rate is 4:1. You may trade 4 identical Resource Cards to the supply in exchange for the (1) Resource Card of your choice. You do not need a harbor (settlements at a harbor location) to trade 4:1.

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

### Coasts & Harbors

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.<sup>24</sup>

If you have built a settlement or a city at a harbor location, you can trade more effectively. A harbor is a settlement or city built on a coastal intersection which borders a harbor location. There are 2 different kinds of harbor locations:



(1) **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.

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<sup>24</sup> **Tactic:** Don't 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.



**(2) 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 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.*

**Remember:** *The 4:1 trade is always available, 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. The costs can be found on your Building Costs Card. 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. 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.

Each player has a supply of 15 roads, 5 settlements, and 4 cities. You cannot build more pieces than what is available in your pool. 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.<sup>25</sup>

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

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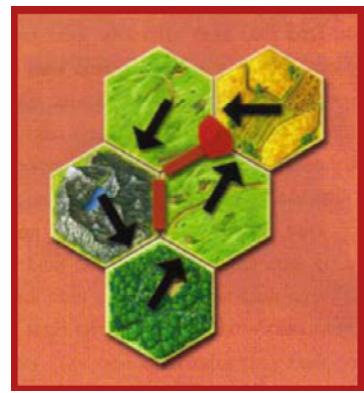
<sup>25</sup> **Question:** What happens when you run out of roads to place on the hexes? Can you use something else or are you only allowed to place those 15 roads and that’s it? **Answer:** All the pieces in *Settlers* are a strict limit on what you are allowed to build. So, if you build all 15 roads of your color, you are not allowed to build any more roads during the game. Similarly, you are limited to 5 settlements (though if you upgrade one to a city, you could later rebuild it) and 4 cities. Every player should have exactly that mix of pieces at the start of the game.

## A) ROAD REQUIREMENTS: BRICK & LUMBER

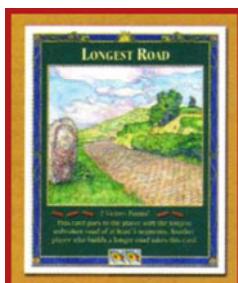


Roads connect your settlements and cities. You build roads on paths. You cannot build new settlements without also building roads. Roads provide victory points only if you hold the Longest Road Special Card.

Only 1 road can be built on any given path. Paths are defined as the edges where two hexes meet. Paths run along the border of two terrain hexes and between the land hex and the frame. Each path leads to an intersection where 3 hexes meet. You can build roads along the coast.



### “Longest Road” Special Card



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

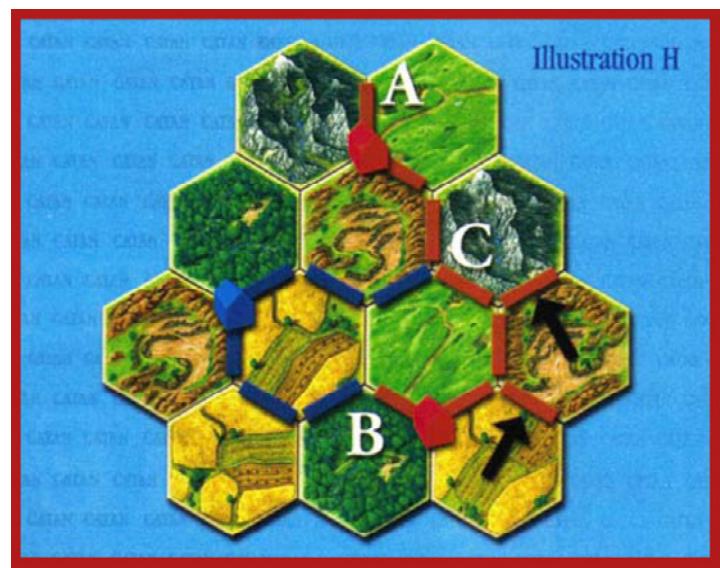
**Remember:** If your road network branches, you may only count the single longest branch for purposes of the longest road.

If you hold the “Longest Road” card and another player builds a longer road, he immediately acquires your “Longest Road” card.<sup>26</sup> He also acquires the 2 bonus victory points. In this case, there is a 4 victory 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 above, the blue player Coleman builds a settlement on intersection “C” (which would be legal).



<sup>26</sup> **Question:** If Player A has a road that is 5 segments long, and player B then builds a road that's 5 segments long, who gets the “Longest Road” card? **Answer:** If a player has the longest road, he retains the “Longest Road” card and its 2 victory points until another player builds a road that is longer than his. So, Player B would have to build a road of 6 segments in order to take the longest road card from player A.

*This breaks Emily's road into 2 parts. Emily must now 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).

## B) SETTLEMENT REQUIREMENTS: BRICK, LUMBER, WOOL, & GRAIN



Settlements are built on intersections (where 3 hexes meet). 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). 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.

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.

Each settlement is worth 1 victory point.

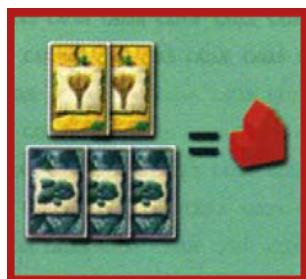
*Example: See Illustration J. Olivia, the blue player, wants to build a new settlement. She may only do so at one of the intersections marked “B.” She cannot build on “A” because of the Distance Rule, nor on “C” because no blue road leads to this intersection.*

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.<sup>27</sup>



<sup>27</sup> **Settlement Required Variant:** At the end of a player’s turn, he must have at least one settlement on the board (in addition to any cities).

### 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). You receive double resource production (2 Resource Cards) from the adjacent hexes whenever those numbers are rolled.

When you build a city, the upgraded settlement piece becomes available again. You can build more settlements later.

**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.

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

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 Points. Each has a different effect. Development Cards never go back into the supply, and you cannot buy Development Cards if the supply is empty.<sup>28</sup>

When you buy a Development Card, take the top card of the draw stack into your hand. Keep your Development Cards hidden (in your hand) until you use them, so your opponents can't anticipate your play.

You cannot trade or give away Development Cards.

<sup>28</sup> **Question:** What do you do if you use up the entire Development Card deck? **Answer:** In the unlikely event that all of the cards in the Development Card deck are purchased, no player may buy any additional Development cards. The cards are never recycled. Place them in a discard pile or remove them from the table.

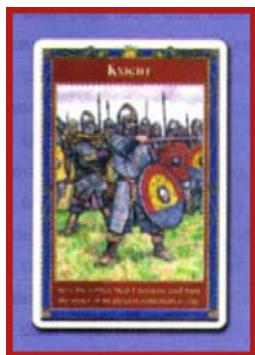
## 4. PLAYING DEVELOPMENT CARDS

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.<sup>29</sup> That card, however, may not be a card you bought during the same turn!<sup>30</sup>

**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.

### KNIGHT CARDS (RED FRAME)<sup>31</sup>



When you play a Knight Development Card during your turn, you must immediately move the robber.<sup>32</sup> Place the Knight Card face up in front of you.<sup>33</sup>

You *must* move the robber away from his current spot and onto the number token of *any other* terrain hex.<sup>34</sup>

You then steal 1 Resource Card from a player who has a settlement or 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 his cards face down while you take 1 of his cards at random. If he has no cards, you get nothing! (However, you can always ask players about the *number* of cards they hold.)

<sup>29</sup> **After Dice-Roll Variant:** Players cannot play a Development card until after he rolls the dice on his turn.

<sup>30</sup> **Question:** Can I play a Knight Card (or any other Development Card) before I roll for production? **Answer:** Yes! You can play your 1 Development Card before the dice are rolled. In fact, this can be very advantageous if the robber is blocking one of your number chits.

<sup>31</sup> Knights were previously named “Soldiers” until the 4<sup>th</sup> edition. The current rules mention both names but the Development Cards only use the term, Knight. The word *knight* better corresponds to the German *Ritter*, from which the English rules derive.

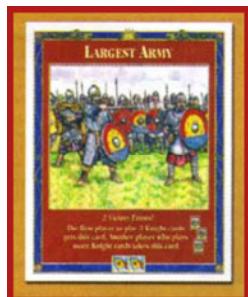
<sup>32</sup> **Knight Interrupt Variant:** Knight cards may be used to interrupt immediately after any player moves the robber. The player who plays the Knight places the robber where he desires and gets to steal a card from another player. The player who used to be moving the robber gets nothing. A Knight card can be played to interrupt another player’s Knight card, leading to a chain of Knights.

<sup>33</sup> **Question:** When you purchase a Knight Card but do not choose to play it (to move the robber), does the card count toward the “Largest Army”? Or do only played Knight Cards count? **Answer:** Only played Knight Cards count towards the “Largest Army.” Cards in your hand do not count! When you play a Knight card, you should keep it face up in front of you so all players can see how many Knight Cards you have played. That way, it is easy to see who is competing for the “Largest Army”!

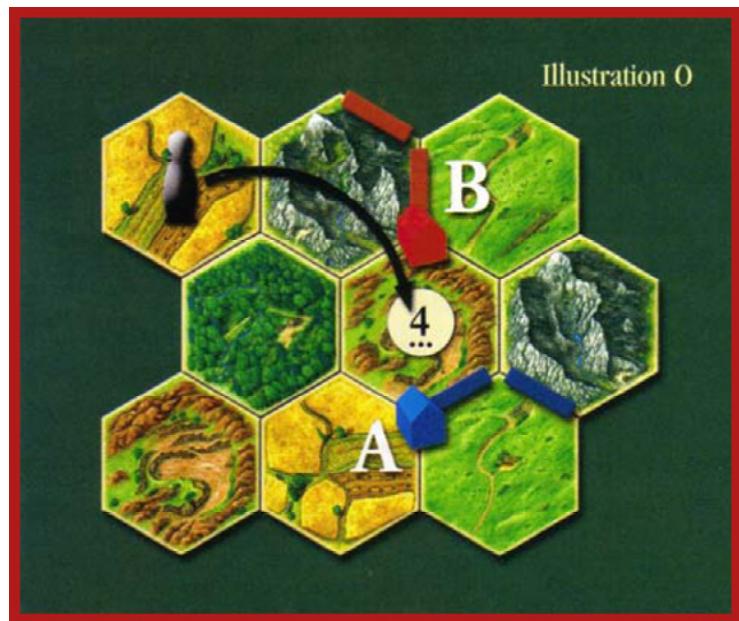
<sup>34</sup> Although it is not stated here, a player may also chose to return the robber to the desert hex.

**Example:** See Illustration O. On Al's turn he plays a Knight Card and moves the robber from the fields hex to the hills hex with the "4." Al may now steal a random card from player A or B.

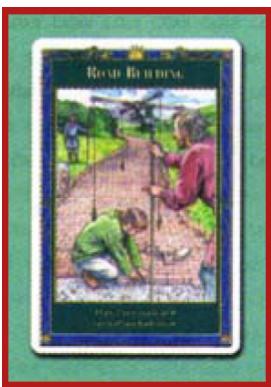
### "Largest Army" Special Card



If you are the first player to play 3 Knight Cards, you receive the "Largest Army" 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.



### PROGRESS CARDS (GREEN FRAME)



If you play a Progress Card, follow its instructions. 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, he does not have to give you anything.<sup>35</sup>

<sup>35</sup> **Question:** After playing a Monopoly Card, does the card stay face-up for the rest of the game and do the other players continue to give me their Resource Cards of that type (i.e. I control all wood on the island from now on)? **Answer:** The Monopoly card has its effect only once, when you first play it. After that, it can be left face up so that everyone knows that the card has been played. *Settlers* is not intended to be a "card-counting" game, so all the information about cards that have been played is public. Sadly, you do not get to continue collecting from your monopoly after it is first played.

You may play only one Development Card during your turn. Once played, Progress Cards are removed from the game (i.e., tossed in the box).<sup>36</sup>

## VICTORY POINT CARDS (YELLOW FRAME)



These Development Cards represent important cultural achievements, represented by certain buildings. The cards include the “Market,” “Palace,” “University,” “Chapel,” and “Library.”<sup>37</sup>

Each Victory Point Card is worth 1 victory point.

You must keep Victory Point Cards hidden.<sup>38</sup> 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.<sup>39, 40</sup>

***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.

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<sup>36</sup> **Question:** If a player receives a development card that he cannot use (i.e. Road Building but no road segments left), can he trade it to another player for resources? **Answer:** Development cards can never be traded for any reason. In the unlikely event that you draw a development card that is truly worthless, then I am afraid that it is just bad luck.

<sup>37</sup> Earlier editions called the Palace the “Governor’s House” and the University the “University of Catan.”

<sup>38</sup> In previous editions, keeping your Victory Point Cards hidden was option. Players were free to reveal their cards at any point during the game.

<sup>39</sup> **Question:** If I play another type of Development Card, (such as a Knight Card) can I still play my Victory Point Cards in the same turn? **Answer:** Yes, you may play any number of Victory Point Cards in addition to playing your one Development Card on your turn.

<sup>40</sup> **Normal Development Card Variant:** Victory Point cards are played like all other Development cards. Only one can be played each turn, and they cannot be played immediately upon drawing.

## ENDING THE GAME

If you have—or reach—**10 or more** victory points **during your turn** the game ends and you are the winner! If somehow you find you have 10 victory points during another player's turn, you must wait until your next turn to claim victory.<sup>41</sup>

Players acquire victory points for the following:

*1 Settlement = 1 VP*

*1 City = 2 VPs*

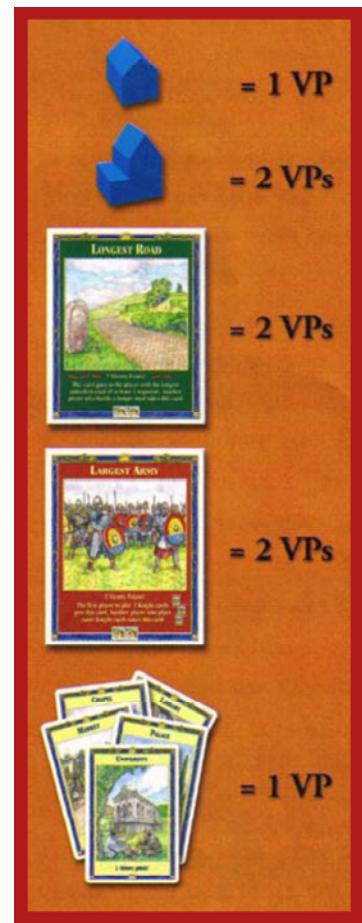
*Longest Road Special Card = 2 VPs*

*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!

*Example: Jbinuk 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!*



## DICE-ROLL PROBABILITY

When rolling two dice, the probability of rolling certain numbers is greater than others. Since there are 6 ways to roll a “7” and only 1 way to roll a “12” or a “2”, 7 comes up much more often than 12 or 2. The size of the number on the counters in the game represents this probability; the larger numbers are more likely to be rolled. The probabilities are listed here:

“2” & “12” = 3 %

“3” & “11” = 6 %

“4” & “10” = 8 %

“5” & “9” = 11 %

“6” & “8” = 14 %

“7” = 17 %

<sup>41</sup> **Question:** Can a player win the game when it is not her turn? **Answer:** You can only win during your turn. If somehow you earn enough points to win during another player's turn (such as getting the “Longest Road” card because another player broke the longest road) you must still wait until your turn. However, you can win at any point during your turn, even before you roll the dice. On the other hand, if another player earns 10 victory points before your turn, that player will be the winner even though you had 10 points first!

## “ISLANDS OF CATAN” SCENARIO

*Originally included in The Settlers of Catan, 2<sup>nd</sup> edition, for 3-4 players<sup>42</sup>*

### ASSEMBLING THE BOARD

This scenario requires the 3<sup>rd</sup> edition of *The Settlers of Catan*, *Catan: Seafarers*, or a second copy of the base game.<sup>43</sup> Instead of laying out the board normally, shuffle together the 19 hexes from *Settlers* with 19 ocean hexes (or resource hexes turned upside-down). Lay them out randomly into the normal hexagonal shape (there should be 4 hexes on each side). This will create a board with a variety of lakes, islands, and peninsulas.

Take all the number chits and mix them all up. Starting with the closest corner hex and continuing counter-clockwise, place one chit on each land hex, except the desert. Whenever a chit is placed next to a chit with the same number, or a 6 and an 8 are placed together, immediately take the chit being placed and return it to the pool of unused chits. Then draw another chit and place it on that hex. If the very last chit conflicts with the neighboring chit, trade it for the very first chit. If this trade would create a conflict, continue trying the next number counter-clockwise until you find a number that works.

Place the harbor hexes randomly on the board, making sure that they all remain on ocean hexes. If a port hex does not touch a terrain hex, do not rotate it. If two ports end up touching the same intersection, that's fine. A player who builds on that intersection can trade at either rate.

### ADDITIONAL RULES

The game is played normally. There are two rule changes to accommodate the odd positioning of water hexes. Bridges can be built over edges of two water or port hexes. Bridges cost one wood, one brick, and one sheep and are treaty exactly like roads, even for purposes of the Longest Road. A Road Building card can also be used to build bridges. The second rule is: when two intersections are separated by nothing but water or port hexes, ignore the rule that settlements must be placed at least two intersections away; settlements separated by nothing but water can be placed on adjacent intersections.

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<sup>42</sup> These rules have been updated for use with the 4<sup>th</sup> edition.

<sup>43</sup> This scenario is not the same as *Catan: Seafarers* nor does it follow the rules of *Seafarers*.

# ADDITIONAL RULES FOR 5-6 PLAYERS

*Originally released in 1996<sup>44</sup>*

The boundless lands of Catan lie before you. The enormous island stretches for miles in all directions. It offers the promise of bountiful harvests and limitless riches. Alas, were it not so crowded! Many other princes have risen to power around you, and you must challenge them if you wish to realize your dream of dominating Catan!

*The Settlers of Catan 5-6 Player Extension* allows you to play this exciting game of trade and development with up to six players. The island is larger, the demand for resources is fiercer, and the thrills are even greater!

## ADDITIONAL COMPONENTS

To use this extension, you need *The Settlers of Catan* basic set. This *Extension* contains:

- **11 terrain hexes** (including 1 desert, 2 fields, 2 forest, 2 pasture, 2 mountains, and 2 hills)<sup>45</sup>
- **2 sea frame pieces** (with pre-printed harbors: 1 generic 3:1 harbor, 1 wool 2:1 harbor)
- **2 all sea frame pieces**
- **2 extra harbor pieces** (1 generic 3:1 harbor, 1 wool 2:1 harbor)
- **10 settlements** (5 of each of two colors)
- **8 cities** (4 of each of two colors)
- **30 roads** (15 of each of two colors)
- **25 Resource Cards** (5 of each resource type)
- **9 Development Cards** (6 Knight Cards, 1 Monopoly Card, 1 Year of Plenty Card, and 1 Road Building Card)
- **2 blank cards & 1 blank hex** (for fun or replacements)
- **2 “Building Cost” cards** (1 of each of two colors)
- **28 numbered tokens (chits)**
- **Rules booklet<sup>46</sup>**

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<sup>44</sup> These rules follow those of the 4<sup>th</sup> edition Mayfair Games release from 2007.

<sup>45</sup> In previous editions, this *Extension* included 2 all-sea water hexes, 1 generic 2:1 harbor hex, and 1 wool 2:1 harbor hex instead of the additional frame pieces and harbor pieces.

<sup>46</sup> When playing with 5-6 players, it is sometimes helpful to use a marker to designate the current player. It should be passed to the next player along with the dice to signify the changing of turns.

## ASSEMBLING THE BOARD

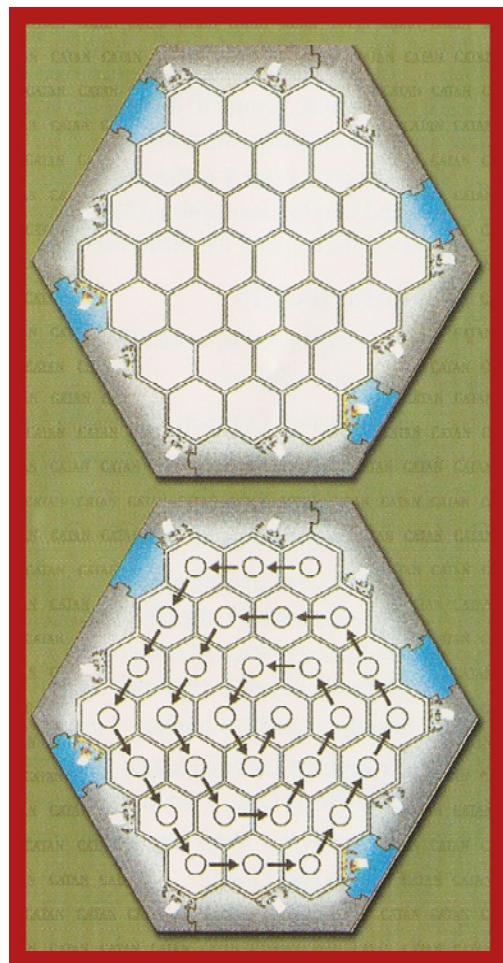
At the beginning of each game, you will need to construct the board. This *Extension* uses a board very similar to the one used in *Settlers*.<sup>47</sup>

Assemble the frame as specified in *Settlers*, except that the 4 frame pieces from this *Extension* are used as follows:

- An all-sea frame piece is used between the “2-2” joint.
- The 2-1 wool harbor frame piece is used between the “3-3” joint.
- The 3-1 harbor frame piece is used between the “5-5” joint.
- An all-sea frame piece is used between the “6-6” joint.

Construct the island from 30 land hexes by following these steps:

1. Shuffle all of the land hexes face down. Place the hexes face down as shown in the illustration.
2. Turn over the center row of six hexes first, without changing their order. Then uncover the rows of five hexes to the right and left of the center row. Next, uncover the rows of four on either side of those. Lastly, turn over the rows of three hexes.
3. Take the 11 harbor pieces (the small 5-sided pieces with ships on them) and randomly place one on top of each harbor on the frame.
4. Place the number tokens from this *Extension* on the board (do **not** use the *Settlers* number tokens). Place the token labeled “A” on any of the corner tiles. Continue placing the tokens in alphabetical order along a spiral, starting on the outside ring and proceeding *counter-clockwise* toward the center of the board. Place each token so that the numbered side is facing up. When the chain of tokens reaches a desert hex, skip over that hex and continue on the other side. Note that the last three tokens are each marked with two letters: Za, Zb, Zc.
5. Place the robber on any one of the desert hexes.



<sup>47</sup> The five and six player games use all of the hexagonal tiles and harbor pieces from this *Extension* and all of the tiles and harbor pieces from the standard *Settlers* game. But you only use the number tokens from this *Extension* (lettered A to Y and Za, Zb, and Zc).

## THE SPECIAL BUILDING PHASE

We've added an additional phase for each player. With 5 or 6 players, you should use this turn sequence instead of the one described in *Settlers*:

- **Roll the Dice** - You must roll for resource production.
- **Trading and Building Phase** - You may trade resources with other players. You may also build roads, settlements, and cities and/or purchase Development Cards. These are all interchangeable actions. For instance, you can build, trade, buy a card, trade, and build some more.
- **End of Turn** - Once you have finished your turn, pass the dice to the next player.
- **Special Building Phase** - Your opponents may build as outlined below.<sup>48</sup>

The **Special Building Phase** occurs just after the end of your turn. (i.e., between player turns). All the other players may participate in the Special Building Phase. Each player then takes his turn clockwise around the table, and is allowed to build anything he can create with his resources.

Note that **no** player is allowed to play Development Cards during the Special Building Phase. Also note that players **are not allowed** to do any trading with other players—nor are they allowed to use Maritime Trade—during this phase. They may only use the resources they have in their hands. For this reason, players are advised to trade as much, and as advantageously, as possible with the currently player during his trading phase. They will then have the resources they need to build during the Special Building Phase.

The Special Building Phase is an opportunity for all the other players (who are not currently taking their turn) to build roads, settlements, and cities, and/or buy Development Cards. This phase allows each player to influence the game, even though it is not his turn! Since players are allowed to build every turn, they can interfere with the plans of others, and attempt to evade the robber.

As in *Settlers*, you may play one Development Card at any time during (and only during) **your** turn (i.e., at any point you possess the dice). Therefore, you may **not** play a Development Card during the Special Building Phase.<sup>49</sup>

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<sup>48</sup> **Original Mayfair 5-6 Player Variant:** Instead of the Special Building Phase, players do not build after other players' turns. Instead, the robber forces a player to discard half his resource cards when he has more than 10 cards (as opposed to the usual 7).

<sup>49</sup> **Question:** If I earn 10 victory points during the Special Building Phase, can I declare victory? **Answer:** No, you can only win the game during your turn. Since the Special Building Phase is during another player's turn, you must wait until it is your turn to declare victory.

## “BIG ISLANDS” OF CATAN

*Originally released in The Settlers of Catan, 2<sup>nd</sup> edition, for 5-6 players<sup>50</sup>*

### ASSEMBLING THE BOARD

This scenario requires two sets of *The Settlers of Catan* and *Catan: Seafarers* or *The Settlers of Catan 5-6 Player Extension*. Play using the instructions for “Islands of Catan” available above. Remove one desert hex and add 2 of each terrain hex and 9 ocean hexes. When laying number chits, mix two full sets of numbers together, but remove a 3, 5 and 10 from the set.

### ADDITIONAL RULES

The game is played normally, but the robber only forces a player to discard half of their cards if the player has more than ten cards.<sup>51</sup>

### PLAY SUGGESTIONS

If this map doesn’t feel quite right to you, try adjusting the number of terrain and water hexes, keeping in mind the balance of different terrain hexes. Recommended variations are: A) add a sheep, wood, and grain harbor (in addition to those already added). B) remove the five 2:1 ports and add one of each terrain hex.

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<sup>50</sup> These rules have been updated for use with the 4<sup>th</sup> edition.

<sup>51</sup> **Special Building Phase Variant:** Alternatively, you can use the Special Building Phase rules found in “Additional Rules for 5-6 Players.”

## ADDITIONAL RULES FOR 7-8 PLAYERS

*Originally released as part of The Settlers of Catan, 2<sup>nd</sup> Edition Rules<sup>52</sup>*

To accommodate *Settlers* games of more than six players, players may mark one set with a black marker to distinguish the two if different colored sets are not available. When playing with more than six, players will need building pieces from two sets. Players can choose either of the following assemblies in building their island. The additional rules for both are the same.

### “BIG ISLAND” SPECIAL PREPARATION

Take two complete sets of land hexes and remove one desert. Lay them out in one large hexagon, starting with a line of seven and filling in both sides as in the normal layout. Take one set of special ports (sheep, grain, brick, wood, and ore) and add three generic ports (or two generic ports and one sheep port). Lay them out starting at the hex closest to you and filling in every other space, as normal. Align the ports toward the largest row of land hexes.<sup>53</sup> Use two complete sets of Resource and Development cards.

### “PEANUT ISLAND” SPECIAL PREPARATION

Lay out one set of terrain hexes to create a normal island. Then, lay an additional set of terrain hexes to form a second island, touching along one edge of the first island. This will create a peanut-shaped island. To place the ports, mix two sets of ports, but take out 4 generic ports. Place the first port on one of the far corners and place every subsequent port on every-other available space. Orient the ports so they face the direction with the most terrain hexes. The number chits are placed as if you were building two separate islands. Remember that two “red” chits cannot be placed adjacent to each-other.

## ADDITIONAL RULES

The game is played normally, but the robber only forces a player to discard half of their cards if the player has more than 13 cards (as opposed to 7).<sup>54</sup>

<sup>52</sup> These rules have been updated for use with the 4<sup>th</sup> edition.

<sup>53</sup> It is not possible to use the frame included with the 4<sup>th</sup> edition of *Settlers* with this scenario unless the *Seafarers* frame extenders are also used. Alternatively, players may use the ocean hexes from *Seafarers* to surround the island, as with the 2<sup>nd</sup> and 3<sup>rd</sup> editions of the game; place harbor tokens atop the ocean hexes following the rules above.

<sup>54</sup> **Special Building Phase Variant:** Players follow the rules for the Special Building Phase as outlined in “Additional Rules for 5-6 Players”.

## CATAN FOR TWO

*Released as a variant in Catan: Traders & Barbarians. Originally released online in 2006.<sup>55</sup>*

The Catanians are sociable people. They get together and have fun—groups of four have the most enjoyable experiences, although life can still be very exciting for groups of three. But more and more frequently, groups of two can be seen searching for adventure all by themselves.

But wait a minute, these people can be helped: now the fun for two plus two has arrived! Two are real, the other two imaginary—give the challenge of “Catan for Two” a try!

### ADDITIONAL COMPONENTS

To use this extension, you need *The Settlers of Catan* basic set and the following:

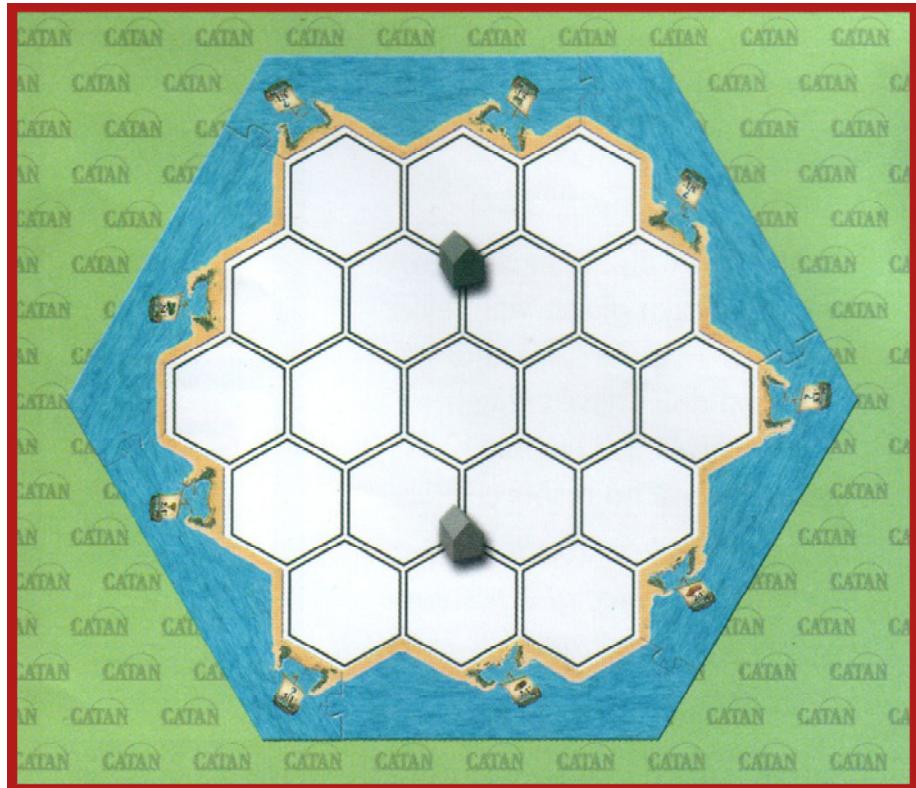
- 20 Trade Tokens (Catan Chits)<sup>56</sup>



### SPECIAL PREPARATION

Place the two sets of game pieces not chosen by the players beside the game board. They will serve as game components for the two imaginary neutral players.

Also, place the trade tokens beside the board. At the beginning of the game, each player receives 5 trade tokens.



<sup>55</sup> Although these rules are included as a variant in *Catan: Traders & Barbarians*, it seemed appropriate to include them in the rules for the basic *Settlers* game.

<sup>56</sup> These are identical to the victory point chits found in *Catan: Seafarers*, if you do not have *Catan: Traders & Barbarians*. If you own neither, 20 coins can be used as an adequate replacement.

## SETTING UP

For each neutral player, place 1 settlement (without a road) on one of the intersections of the game board marked in the following illustration.

You and your opponents then build your two starting settlements with roads, according to the normal set-up rules.<sup>57</sup> Therefore, after finishing the set-up phase, each player has 2 settlements and 2 roads on the game board, while each neutral player has 1 settlement.

## ADDITIONAL RULES

In principle, the normal 3-4 player rules for *The Settlers of Catan* apply. The changes are described below:

### ROLLING FOR PRODUCTION

On your turn, you roll the dice twice in a row. *It is essential that the two dice-roll results differ from one another.* Should the second dice roll give the same result as the first one, roll again—as many times as necessary to produce two different results. Immediately after each of the two dice rolls, the two real players obtain resources and/or move the robber (if a “7” is a result).<sup>58</sup>

### BUILDING PROGRESS OF THE NEUTRAL PLAYERS

When you build a road, you must also build (for free) a road for either of the two neutral players. When you build a settlement, you must also build (for free) a settlement for either of the two neutral players. If there is no legal settlement location for the neutral players, you must build a road instead.

When you build a city or buy a Development Card, the neutral players are not affected. The neutral players do not receive resources; however, a neutral player can obtain the “Longest Road.”

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<sup>57</sup> Following the rules for “Setting Up the Game For Experienced Players.”

<sup>58</sup> The neutral players never collect Resource or Development cards. Therefore, a player may not intentionally choose to steal from a neutral player (thereby, avoiding stealing from the other real player). However, a player may choose to place the robber beside a hex by which only neutral players have built. In this case, the player may not steal any Resource cards from any players.

## USING TRADE TOKENS TO TAKE ACTIONS

On your turn, you may pay 1 or 2 trade tokens and take one of these actions:

- **Action “Forced Trade:”** You draw 2 random cards from your opponent’s hand; in exchange, you give your opponent 2 cards of your choice from your own hand. If either player has only 1 card, you may only exchange 1 card.
- **Action “Move Robber:”** You may move the robber to the desert hex.<sup>59</sup>

If your victory point total is less than or equal to your opponent’s total, you must pay 1 trade token to take an action. Otherwise, an action costs you 2 trade tokens. Return spent trade tokens to the supply.

## REPLENISHING TRADE TOKENS

- Once during your turn, you may discard one of your face-up Knight Cards and take 2 trade tokens in exchange. If you hold the Largest Army card and discard a face-up Knight Card, you might have to set aside the Largest Army card. If you only have 2 face-up Knight Cards after discarding, also set it aside. Thereafter, a player that has the most (at least 3) face-up Knight Cards takes the Largest Army card.
- When you build a settlement adjacent to the desert hex, take 2 trade tokens (also applies during the set-up phase).
- When you build a settlement on the coast, you take 1 trade token (also applies during the set-up phase).

When you build a settlement adjacent to both the desert and the coast, you take 3 trade tokens (also applies during the set-up phase).

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<sup>59</sup> A player cannot move the robber to another resource hex. He may also not steal a card from the other player if he built on the desert hex.

## ACKNOWLEDGEMENTS

- Klaus Teuber, for creating such an awesome series of games.
- Kosmos, for working with Klaus all these years.
- Mayfair Games, for adapting this game to English and keeping on top of German rule changes.
- Matthew Harper, for creating the first CAR for Carcassonne.
- Jonathan Warren (Joff), for providing me with the scans for the *Settlers* 4<sup>th</sup> edition rules.
- David Montgomery (mathguy89), for providing me with the scans for *Cities & Knights* and the 5-6 player extensions.
- Scott and Lardarse, for proofreading and additional footnote information.
- Scott, also for cover page idea and image.
- Eric Nolan (Hivemind), for a scan of the 2<sup>nd</sup> edition rules.
- dprski33, for help editing out some contradictions.
- [Carcassonne Central](#), for all the support for this project.

## VERSION HISTORY

**1.5** (20 May 2009): Fixed numerous errors, re-spaced pages, added 7-8 player rules, 2<sup>nd</sup> edition variants, and the Friendly Robber variant.

**1.0** (11 March 2009): Finishing touches for release copy.

**0.9f** (7 March 2009): Added Catan for Two rules.

**0.9e** (17 February 2009): Corrected word use.

**0.9d** (8 February 2009): Changed cover graphic.

**0.9c** (7 February 2009): Added cover page.

**0.9b** (05 February 2009): Fixed alignment in header, fixed desert image.

**0.9a** (05 February 2009): Changed Fonts, reformatted and resized images, added footnotes.

**0.8c** (04 February 2009): Added two footnotes and an additional clause concerning number chits.

**0.8b** (03 February 2009): Corrections and edits throughout. Readjusted two images.

**0.8a** (01 February 2009): Extension added. Final formatting edits completed.

**0.7** (31 January 2009): FAQs from [www.universityofcatan.com](http://www.universityofcatan.com) added.

**0.6** (31 January 2009): Almanac incorporated. All remaining images from rule book inserted.

**0.4** (30 January 2009): Remaining rules included, formatting complete, graphics mostly completed, almanac spread throughout.

**0.1** (29 January 2009): Rules transcribed from a copy of the 4<sup>th</sup> edition rules.

# THE SETTLERS OF CATAN - GAME OVERVIEW

## GAME OVERVIEW

- 1 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.
- 2 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.)
- 3 You begin the game with two settlements and two 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 his/her turn wins the game.
- 4 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.
- 5 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.
- 6 You only collect resources if you own a settlement or a city bordering a terrain hex producing a resource. Here, red settlement (A) borders hills, and blue (B) is by mountains. A roll of "5" gives the red player brick and the blue player ore.
- 7 Since settlements and cities usually border on 2-3 terrain types, they can "harvest" up to 3 different resources based on the dice roll. Here, red settlement (C) borders on fields, forest, and pasture. Orange's coastal settlement (D) sits by pasture and fields and can harvest only wool or grain.
- 8 Since you rarely have settlements everywhere as the game starts or progresses, you may have to do without certain resources. This is tough, for building requires specific resource combinations. For this reason, you can trade with other players. Make them an offer! A successful trade might yield a big build!
- 9 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.
- 10 Carefully consider where you build settlements. Numbers on the round tokens indicate the relative frequency of dice rolls. Note the dots (pips) beneath the numbers on the markers. The greater the number of pips, the more likely it is that number will be rolled.



## RESOURCE PRODUCTION



Hills = Brick



Pasture = Wool



Mountains = Ore



Fields = Grain



Forest = Lumber



Desert = Nothing

