

STRUGGLE FOR CATAN

Klaus Teuber's Multi-Player Card Game of Discovery,
Settlement, Conflict, and Trade.
For 2-4 Players Age 8 and Up.

GAME RULES

GAME COMPONENTS

67 Resource Cards:



42 Building Cards:



1 Destiny Card:



GOAL OF THE GAME

In *Struggle for Catan*™, your goal is to be the first to acquire 10 victory points. To triumph, you must use your resources to build the best combination of roads, settlements, cities, city expansions, and knights.

You always control the settlements, cities, and city expansions you build. But beware, your control of roads and knights can change from turn to turn.

City expansions are perhaps your most crucial builds. Not only do you get victory points for a city expansion, you also gain a special advantage for each of your cities with an expansion.

You win the game if you are the first player to reach 10 victory points with the cards you play.



Victory Point

SPECIAL PREPARATION

Building Cards

Sort the building cards (road, settlement/city, knight, and city expansion) into 4 separate stacks and place them side by side in the center of the table. In a 2- or 3-player game, some of these cards are removed from play.

2-Player Game: Remove each card whose lower right corner is marked with 3 or 4 player symbols.



3-Player Game: Remove each card whose lower right corner is marked with 4 player symbols.



4-Player Game: Use all building cards.

Place the *settlement/city* cards so that their settlement sides are face up in their stack. Shuffle the stack before the game starts.

Each *knight* card and each *road* card has an A-side on which an advantage is described and a B-side depicting 1 victory point. The A-sides of these cards must be face up in their stack.

Place the *city expansion* cards with their fronts face up in their stack.

Resource Cards and Market

Shuffle the resource cards and organize them face down into a *draw stack*. Draw 5 cards from this stack and place them face up next to the other cards. These cards form the *market*.

You and the other players each draw 3 resource cards from the draw stack. Keep the resource cards hidden in your hand.



Destiny Card

In a 3-4 player game, place the destiny card next to the discard pile, with the white arrows face up.



Note: The card is not required in a 2-player game.

Attention: The direction of the arrow does not specify the order in which the players take their turns. The function of the destiny card is explained in the section “Roads and Knights Change Hands.”

Placement of Resource and Building Cards



Player Set-up

At the beginning of the game, you and each other player take a settlement, a road, and a building costs card. Place these cards in front of yourself. Place the road so that its A-side is face up. You start the game with 1 victory point for your settlement.



GAME PLAY

The oldest player starts. On your turn, you may perform the following actions, in the order given below:

- 1) Trade one or more resource cards:**
Either with the market, an opponent, or the draw stack.
- 2) “Build” one or more building cards:**
Place a building card in front of yourself and pay the resources indicated on the building costs card.
- 3) Draw resource cards.**

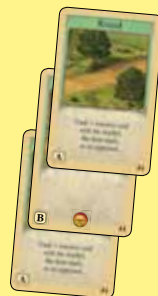
Then the next player to your left (i.e., in clockwise order) takes a turn—independently of the direction of the destiny card. Should the draw stack containing the resource cards become depleted during the game, shuffle the cards of the discard pile and use them to create a new draw stack.

1. Trade One or More Resource Cards

At the beginning of your turn, you may trade resource cards. The number of cards you may trade depends on how many of your roads in front of yourself are A-side face up—your roads that are B-sides face up do not count for this purpose.

- **If you have no roads that are A-side face up,** you may only trade 1 card **and** you may only trade with the draw stack.
- **If you have 1 or more roads that are A-side face up,** you may trade a like number of cards **and** you may trade those cards with the draw stack, the market, and/or an opponent.

Example: In the illustration on the right, you have 3 roads. Two of the roads have their A-sides face up.



So, you may trade a total of 0, 1, or 2 resource cards during your turn.

Trading with the Draw Stack: Return resource cards from your hand to the discard pile. Then, draw an equal number of cards from the draw stack.

Trading with the Market: Take resource cards from the market. Then, return an equal number of resource cards to the market.

Trading with an Opponent: Take resource cards from the face-down hand of any opponent. Then, return an equal number of resource cards. You may also return cards that you have just taken.

Each turn, the total number of cards you trade using the 3 options above may not exceed the number of your roads that are A-sides face up.

Important: If you trade 2 or more resource cards, you may use a different trading option for each card. For example, if you can trade 3 cards, you may trade 1 card with the market, 1 with an opponent, and 1 with another opponent.

Please note: If you have built the city expansion “Library,” once during your trade phase you may choose 1 card from the face-up hand of an opponent, instead of drawing it from his/her face-down hand. If you want to trade a second card with the same player, you must draw it from his/her face-down hand again. The opponent may shuffle his/her cards prior to the trade.

2. “Build” One or More Building Cards

To build, place a building card in front of yourself and pay the resources required—returning the resource cards paid to the discard pile. The number and type of resources you have to pay for the building cards are shown on your building costs card.

- When building, you may pay 3 resources of the same type instead of one of the resources normally required. You may use such replacements as often as desired.
- You may build each type of building card only once during a turn. However, you are allowed to build several building cards if each of them is of a different type. For example, you may not build 2 roads on the same turn, but you may build a road and a knight.

Road

A road costs 2 resource cards:
1 “lumber” and 1 “brick.” Roads are placed in an overlapping fashion so that their texts and/or victory points remain visible. You must place your first road card so that its A-side is face up and the next one so that its B-side is face up. Subsequent road cards must always be placed so that their A-sides and B-sides alternate.



Knight

A knight costs 3 resource cards:
1 “grain,” 1 “wool,” and 1 “ore.” Like road cards, knight cards are placed in an overlapping fashion so that their texts and/or victory points remain visible. You must place your first knight card so that its A-side is face up.

Subsequent knight cards must always be placed so that their A-sides and B-sides alternate.



Roads and Knights Change Hands

If you pay to build a road and all of the road cards have already been built, take a road card from an opponent. You take the topmost road card from the player sitting next to you in the direction of the arrow on the destiny card. If that player doesn’t have a road card you can take, take the card from the player next to him/her in the direction of the arrow.

If you pay to build a knight and all knight cards have already been built, take a knight card from an opponent using the same procedure outlined above.

If you have a Church, your first knight cannot be taken. If you have a Castle, your first 3 roads cannot be taken.

Settlement

A settlement is worth 1 victory point.
In total, building a settlement costs 4 resource cards: 1 each of *lumber*, *brick*, *grain*, and *wool*. If no more settlements are available, you can’t build a new settlement. When you build a settlement, you may flip the destiny card.



City

A city is worth 2 victory points.
In total, building a city costs 5 resource cards: 2 *grain* and 3 *ore*. You must have a settlement in order to build a city.

If you build a city, turn one of your settlement cards so that its city side is face up. Read out loud the event that all players must resolve. If the event “Brigand Attack” occurs, the destiny card must be flipped as well.



Important: Until you convert a settlement into a city, you may not view the back (city side) where an event is described.

City Expansion

A city expansion is worth 3 or 4 victory points, and building one costs 4 resource cards: 3 *wool* and 1 *ore*. To build a city expansion, first pay the building costs, then choose a card from the expansion card stack and place it on one of your city cards. The victory points of the city underneath no longer count. Each city expansion provides an advantage as described on that card and applies immediately. You may build each city expansion only once. For example, you are not allowed to build 2 town halls. If you haven’t built a city, you can’t build a city expansion.



3. Drawing Resource Cards

Take the two top cards from the draw stack. For each knight card you placed with its A-side face up, you may draw an additional card.



END OF THE GAME

The game ends when a player has reached 10 victory points on his turn. The illustration shows the cards placed by the winning player: The player has 2 settlements, converted 1 settlement into a city, and expanded 1 city by means of a Library. 2 knight cards and 4 road cards earned her another 3 victory points.



5-6 PLAYER GAME

Struggle for Catan can also be played with 5-6 players, without any restrictions; the same rules apply. However, you need a second copy of the game and a little bit of preparation.

First, shuffle all of the resource cards from the second copy together with the resource cards from the first copy.

Second, you only need some of the building cards from the second copy—how many of them you need depends on the number of players.

5-Player Game: From the second copy, add all building cards marked with 3 player symbols.



6-Player Game: From the second copy, add all building cards marked with 3 and 4 player symbols.



CREDITS

Design: Klaus Teuber (www.klausteuber.de)

Graphic Design: Michaela Kienle/Fine Tuning

Art: Michael Menzel

English Translation: Gavin Allister, Guido Teuber.

Production: Ron Magin

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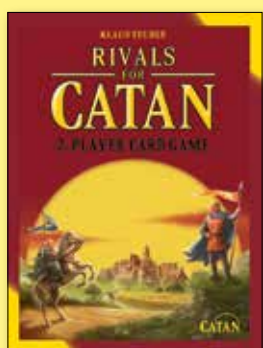
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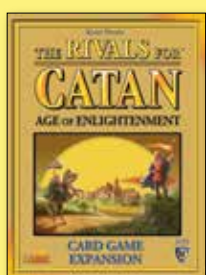
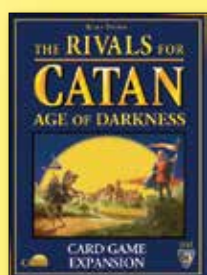
CATAN
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CATAN

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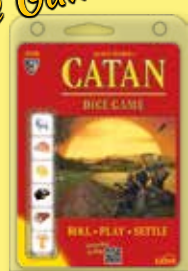
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