CATAN

MILK CHOCOLATE EDITION

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„CATAN - TRADE BUILD SETTLE."

CATAN
TRADE BUILD SETTLE

"CATAN – Chocolate Edition" is a greatly simplified version of the board game classic "CATAN." Simplified so that you, dear players, can enjoy the chocolate as quickly as possible.

Like in the original "CATAN," you harvest the resources wool, brick, lumber, grain, and ore. You use these resources to build roads as well as settlements, cities, and knights, which earn you victory points. If you lack a specific resource needed to build, you can obtain it from your opponents through clever trading. The first player to have 5 victory points wins the game.

D Starting Set-up 1

F Starting Resources

Starting Set-up 2

Starting Set-up 3

Starting Set-up 4

Set-up and Preparation

At the beginning of the game, carefully separate the resource cards at the perforations. Sort the resource cards according to their symbols. You obtain 5 stacks (from left to right: wool, brick, lumber, grain, and ore). This is the general resource supply (**A**). To assemble the spinner, insert the white base from behind into the plate and the white arrow from the front until both snap into place. Afterwards, place the spinner in the center of the table (**B**).

Sort the chocolate bars by their symbols. You obtain 7 stacks: 1 stack of roads, 1 stack of knights, and 5 settlement stacks sorted by color, their backs showing a city symbol (**C**).

The oldest player takes the chocolate bars depicted under Starting Set-up 1: 2 settlements of the colors shown and 1 road. In clockwise order, the other players each take the chocolate bars depicted under Starting Set-up 2, 3, and 4 (the latter only in a 4-player game). Place your two settlements in front of yourself and your road between them; hence, you already have 2 victory points when starting the game. Lastly, take the resource cards shown next to your starting set-up from the general resource supply. Always keep your resource cards hidden in your hand.

Turn Sequence

The oldest player starts the game. A player's turn consists of 3 phases:

Phase 1: Resource Production

The spinner in the center of the table is divided into 7 sections. The player whose turn it is spins the arrow. If the arrow stops in a section that shows a resource on its outer edge, each player takes 1 resource card of the depicted resource type for each of their settlements matching one of the settlement colors shown in this spinner section.

> Example: In the illustration on page 1 depicting the game set-up, the arrow stopped in the "ore" section. Therefore, each player receives 1 ore for each of their settlements matching one of the settlement colors shown below the ore symbol. Player 1 has a red settlement and receives 1 ore for it. Player 2 has 1 blue settlement and 1 yellow settlement and receives a total of 2 ore for them. Player 3 didn't build any settlements of the colors depicted in the section, which is why he receives no ore.

If the arrow stops in the section with the question mark, each player takes any 1 resource of their choice.
If the arrow stops in the section that shows the robber, each player counts their resource cards. If you have more than 7 cards, you must return half of them to the general supply. If you hold an odd number of cards, round down.

> Example: Ron has 3 resources. He is safe from the robber. Martine has 7 resources; she is also safe from the robber. Peter has 9 resources. Gotcha!
> He must discard half of his cards - 4 cards (rounded down). Peter chooses 4 of his resources and returns them to the general supply.

Phase 2: Trade

Now the player whose turn it is (i.e., the active player) may trade with his opponents. He may offer them any type and number of resources. If you are the active player, you can say, for example, "I want 1 wool and offer 1 grain in exchange." You don't have to trade 1:1, though; you can also ask for multiple resources in exchange for 1 of your resources or offer multiple resources to receive 1 resource of a different type. Once a trade is agreed upon, the players involved exchange their cards accordingly. The active player may trade with her opponents as long as desired and as long as trading partners are available.

Important: You may only trade with the active player. Players who are not taking their turn may not trade among themselves.

3:1 *Trade with the Resource Supply*: The active player may trade 3:1 at any time - that is, he may return 3 resources of the same type to the supply and, in exchange, take any 1 different resource of his choice from the supply.

Phase 3: Build

If you are the active player, you may build, provided that you have the resources required for it. You pay the building costs and take the corresponding chocolate bar. You can build the following objects:

Object	Benefits and Requirements to Build an Object	Building Costs
	Road A road is placed adjacent to a settlement, either on its left side or on its right side. Always build exactly 1 road between 2 settlements. Roads are not worth any victory points.	
	Settlement A settlement must always be placed adjacent to a road. If you build a new settlement, you receive resources for this color too when the resource production is determined. *Important*: You may only have 1 settlement of each color. A settlement is worth 1 victory point.	
	City Each settlement has a city symbol of the same color on its back. If you pay 3 ore and 2 grain, you build a city by turning one of your settlements face down. For a city, you receive twice as many resources as for a settlement. If the arrow stops, for example, in a section showing a sheep, lumber, or ore, for a blue city you would receive 2 resources instead of 1 resource of these types. A city is worth 2 victory points.	
	Knight You may only build 1 knight for each settlement/city you have. A knight is placed above a settlement or city. After building a knight, you immediately draw 1 resource card from both your left and your right opponent's face-down hand. You may immediately use these cards to build. A knight is worth ½ victory point. Building 2 knights is worth 1 victory point.	

After you have finished the 3 phases of your turn, the next player takes her turn. She determines the resource production for all players, trades, and builds.

End of the Game

The first player to have 5 victory points on his or her turn wins the game. Now you may eat the settlements, cities, roads, and knights you built.
Distribute the remaining chocolate bars among the players. **Have fun!**