

CATAN

DICE GAME



ROLL • PLAY • SETTLE

Learn how
to Play



CATAN.

The Basics

The game map depicts the Island of Catan, with special symbols for settlements, cities, roads, and knights. During the course of the game, you and your opponents each try to build as many roads, settlements, cities, and knights as possible on the island depicted on your game map.



Building means: You mark the respective symbol either with a circle, a cross ("X"), or by filling in the symbol.

Building costs resources: 6 dice are used to roll for resources. Each die has 6 sides, and each side depicts a different resource: wool, grain, brick, ore, lumber, or gold. For example, building a road costs 1 lumber and 1 brick, so you can build a road only after having rolled these two resources.



CATAN DICE GAME RULES

BY KLAUS TEUBER

THE TWO GAMES

The *Catan Dice Game*™ contains 2 distinct games, each with its own scoring sheet and its own rules. For your first game, we suggest that you start with the "Island One" game.

Game Components

- 6 resource dice
 - 1 pad with 60 sheets (each sheet shows Island One on one side & Island Two on the other)
 - 1 rules booklet
- Should you find that any of your components are missing or damaged, please use our web portal:
<https://asmodee.us/en/support/>

For all other inquiries, contact us at:
info@catanstudio.com

or write to us at:

Catan Studio, Inc., 804 Elliot Ave., Charlottesville VA 22902, USA



ISLAND ONE RULES

Preparation

Give each player 1 sheet with the game map. Use the green "Island One" side. You need a pencil or pen for each player. Take the 6 dice and give them to the youngest player—he/she is the "starting player."



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Once you build and mark the corresponding symbol(s), credit yourself with the points indicated by the number on that/those symbol(s). If you have accumulated the most points at the end of the game, you win!

Game Play

The starting player begins the game. During your turn, you roll the dice up to 3 times. Afterwards, you use the resources rolled to build, writing down the points you have obtained. Then the next player in clockwise direction takes a turn.

1. Rolling the dice

During your turn, you may roll the dice up to 3 times. After the first roll, set any number of dice aside and roll the remaining dice once again. After the second roll, you may set aside more dice, but you may also pick up dice that were set aside previously and use them for your last roll. You may also choose to stop rolling with the result obtained after the first or second dice roll.

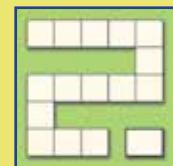
After the third dice roll, your result can only be changed by playing a Resource Joker (see page 5) or via Gold Trading (see page 5).

2. Building

The Building Costs Overview indicates which resources are required to build a road, knight, settlement, or city. For example, if you build a knight, set aside 1 die with ore, 1 with wool, and 1 with grain—then mark a knight symbol on your game map. The procedure is the same as for building a road, settlement, or city (with different resources of course).

You may build multiple times during your turn if you have rolled enough of the appropriate resources. After building, enter the points for the just marked symbol(s) in the next empty box of your Scoring Track (make the first entry in the upper left box of your Scoring Track).

Building Costs Overview



Scoring Track

If you build multiple times during your turn, enter the sum of the points for the marked symbols.

Important: Should you not build anything during your turn, you must enter an "X," which counts as minus 2 points.

Example: You built a settlement (circled in white) on your first turn and entered 3 points for it. On your second turn, you built 2 roads (circled in blue) and entered 2 points for them. You marked each of the road symbols and the settlement symbol with a circle. On your third turn, you roll the resources depicted. You set lumber and brick aside and mark the road symbol with a red circle. Then you set aside 1 wool, 1 ore, and 1 grain, marking the knight symbol (circled in red). The knight and the road are each worth 1 point—you enter 2 points in the third box of your Scoring Track.



Building Rules: What Can Be Built and Where?

Road: A road costs 1 brick + 1 lumber and is always worth 1 point. The first road (purple starting road) is already built and doesn't cost any resources. You must build roads in sequence, meaning that you must build a new road next to a road that you already built. A city or settlement next to a road does not obstruct subsequent road building—this also applies if the settlement or city hasn't yet been built.

Settlement: A settlement costs 1 lumber, 1 brick, 1 grain, and 1 wool. You can only build a settlement adjacent to a road that you have already built. Furthermore, you must build settlements in ascending order according to their point value: first your 3 point settlement, then your 4 point settlement, and so on.

City: A city costs 3 ore and 2 grain. The procedure is the same as for building a settlement. You can only build a city adjacent to a road you already built. You must also build cities in ascending order according to their point value; e.g., you must build your 7 point city before you can build your 12 point city.

Knight: A knight costs 1 grain, 1 wool, and 1 ore. You must also build your knights in ascending order according to their point value. Each knight that you build has a resource depicted below it—you may use each such resource once per game. (see "Resource Joker" next paragraph).

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ISLAND TWO RULES

Most of the Island One rules apply to the Island Two game. You should read those rules and play that game first. This rules section only presents the rules that differ from the Island One game.

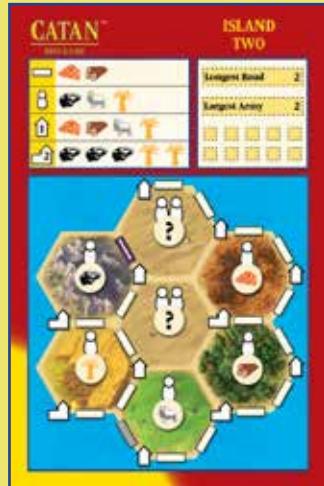
Preparation

Give each player 1 sheet with the game map. Use the red "Island Two" side.

Starting the Game

The starting player rolls only 3 dice.

Each following player adds 1 more die when rolling, up to the point where one player uses all 6 dice. From that point on, each player always rolls all 6 dice.



Goal of the Game

As in the Island One game, you roll the 6 dice up to 3 times. Then you use the resources you have rolled to build roads, knights, settlements, and cities.

However, the goal of the Island Two game is to be the first player to reach 10 victory points and thus win the game.

Building

The Island One building rules apply except:

- If you have built roads next to several settlement sites, you may build on those settlement sites in any order. The same rule applies to cities.
- Knights can also be built in any order.

Resource Jokers

You can use your Resource Jokers as outlined in the Island One game. That is, after you roll the dice, turn one of the dice so that the resource corresponding to the Resource Joker is face up. During your turn, you may use as many Resource Jokers as you like, but don't forget to mark them as used.

If you have built both knights above a Resource Joker in a desert, you can use it to obtain a resource of your choice.

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Resource Joker

For each knight you build, you may use (once during the game) the resource depicted below this knight (i.e., the Resource Joker) in place of another resource of your choice. To use a Resource Joker:

- After you roll the dice, turn one of the dice so that the resource corresponding to the Resource Joker is face up.
- Then mark the symbol of the Resource Joker on your game map, indicating that it has been used. This does not affect your previously accrued points earned for building the knight.

Example: If you need ore and have already built a knight on the ore hex, you may cross out that knight, change any die to an ore, and use it to build.

After you have built your last knight (the one marked with a "6"), you may use any resource of your choice as the Resource Joker (note the "?" symbol). Since there are 6 knights on your game map, you can use up to 6 Resource Jokers during a game—provided that you build all of your knights.

You may use 2 or more Resource Jokers during the same turn. You may build a knight and use the corresponding Resource Joker on the same turn.

Gold Trade

If you have 2 gold results after you finish rolling the dice, you may use those 2 gold to substitute (i.e., trade) for another resource of your choice. Thus you can trade 2 gold for 1 ore, 1 brick, or any other resource. To use 2 gold in a trade:

- After you roll the dice, turn 1 die with a gold result so that a resource of your choice is face up.
- Then place the other die with a gold result to the side—it is no longer available this turn.

Gold itself cannot be used to build anything; it can only be traded for other resources. Therefore, if you roll only 1 gold, you cannot use it. If you roll enough gold resources (i.e., 4 or 6), you may trade gold 2 or even 3 times during the same turn.

End of the Game

The game ends after each player has finished 15 turns. At this point, you have filled in all 15 boxes of your Scoring Track. Add up your points, subtracting 2 points for each "X" in your Scoring Track. The player with the highest score wins the game.

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Basic Victory Points

Each settlement is worth 1 victory point (VP), and each city is worth 2 VPs. As individual units, the built roads and knights are not worth victory points.

When you build a settlement, mark the settlement symbol on your game map, and mark 1 of the 10 victory point boxes in the upper right of your sheet. When you build a city, mark the city symbol on your game map, and mark 2 of the 10 boxes in the upper right of your sheet.

Special Victory Points

You receive special victory points for Longest Road and/or for Largest Army.

Longest Road—If you are the first player to build a road on the building site shaded gray, you have the longest continuous sequence of roads: it is made up of 5 roads. Put a small check mark (✓) in the "Longest Road" section on your sheet. You have the Longest Road and receive 2 special victory points. If another player builds a longer road (not counting branches), you lose Longest Road and the other player gets Longest Road. You cross through your check mark (✗), and you lose the 2 special victory points. The other player places a check mark and receives the 2 special victory points.

Largest Army—If you are the first player to build 3 knights, put a small check mark (✓) in the "Largest Army" section on your sheet. You have the Largest Army and receive 2 special victory points. Using knights as Resource Jokers does not reduce the size of your army.

As soon as another player has more knights than you, that player takes Largest Army from you. You cross through your check mark (✗), and you lose Largest Army and the 2 special victory points. The other player places a check mark and receives the 2 special victory points.

Example: You built 3 settlements for 1 victory point (VP) each, and 1 city for 2 VPs. So you marked 5 VP boxes on your sheet. Earlier you had Longest Road, but you lost it to another player. So you crossed out that check mark—you do not have 2 VPs for Longest Road. In addition, you have the most knights (4), giving you Largest Army and the corresponding 2 VPs.

Longest Road	✓	2
Largest Army	✓	2
	✓	2
	✓	2

End of the Game

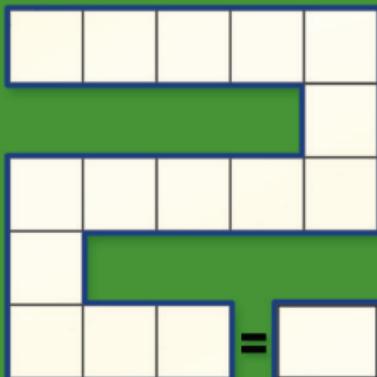
The game ends as soon as a player reaches 10 victory points and wins the game.

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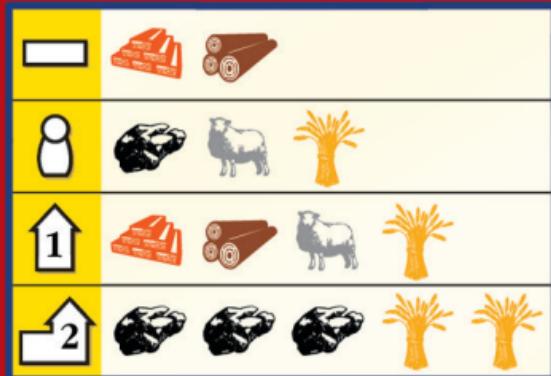
**ISLAND
ONE**



CATAN™

DICE GAME

ISLAND
TWO



Longest Road

2

Largest Army

2



Catan Dice Game “Extra”

In fall 2007 we had already presented a variant of the *Catan Dice Game*, the *Catan Dice Game “Plus.”* In the *Catan Dice Game “Plus,”* each player settles his own island and scores victory points as in *The Settlers of Catan Board Game*: 1 victory point for each settlement, 2 victory points for each city, and 2 bonus points for the Longest Road and the Largest Army, respectively.

The **Catan Dice Game “Extra”** takes it to the next level: in this variant, the players settle an island together and compete for the best building sites and knights.

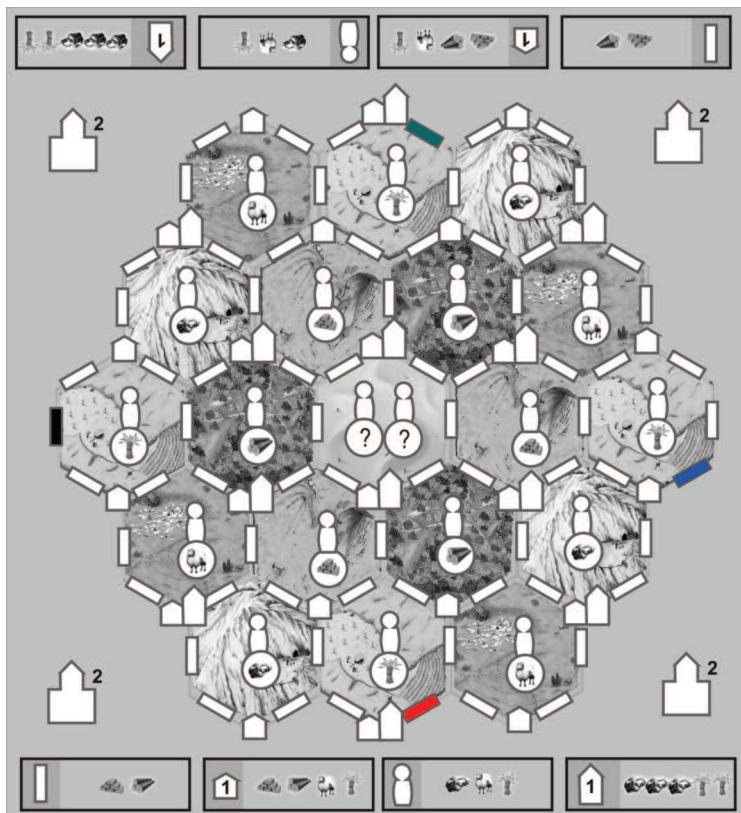
Preparation

To play the *Catan Dice Game “Extra,”* you first print the **enclosed game map**. You also need the **6 dice from the Catan Dice Game – Standard Edition** and **4 pens or crayons of different colors**.

In addition, you need two objects to indicate which player is the current owner of the **Longest Road** and **Largest Army**, respectively. For this purpose, you can also cut out and use the two tiles depicted below the game map.

Let's get started!

At the beginning of the game, each player builds a **road**. The youngest player starts. He chooses a road as his starting road and marks it in his color. The road must be a **coastal road**. Then the other players, in clockwise order, also choose coastal roads and mark them. Each starting road must be **at least 5 roads away** from the previously built roads, meaning that the starting roads must be separated by at least 5 unbuilt roads. Once all players have chosen a starting road, the starting player begins the game. He takes **3 of the 6 dice** and rolls according to the established Dice Game rules: he may roll the dice up to three times, after each dice roll setting aside any number of dice and rolling the remaining dice once again. After the third dice roll at the latest, his final result is determined, and the player may use the resources rolled to build. **Each subsequent player may add another die**, until one player rolls all 6 dice. From then on, all players may always roll 6 dice.



Building

Road / Settlement

You may build a road or settlement if one of your own roads leads to the building site. You are not allowed to “skip” buildings: if your road borders an unbuilt settlement site, you may not build a road behind that site – you must first build the settlement. You may never build behind a foreign settlement / city.

When you build a settlement, mark the settlement symbol with your color.

Please note: Some settlements can be upgraded to cities. If you build a settlement of this type, you only mark the smaller “house” part of the symbol. However, if you have built a settlement that can be upgraded to a city, you may build roads adjacent to it even though the city has not been built yet.

City

You may upgrade an already built settlement to a city. If you upgrade such a settlement to a city, you also mark the larger “tower” part of the symbol with your color.

Knight

You can “build” a knight if one of your own roads / settlements / cities is on an edge or a corner of the knight’s hex.

When you build a knight, mark his body and head with your color.

Use of Knights

If you have built a knight, you may use him in one of the next rounds. This is done in exactly the same way as when using knights as jokers in the *Catan Dice Game - Standard Edition*.

Goal of the Game and Victory Points

The goal of the game is to be the first player to reach 10 victory points. Each settlement built is worth 1 victory point, each city built is worth 2 victory points.

The player who currently has the Longest Road receives 1 victory point.
The player who currently has the Largest Army receives 2 victory points.

Longest Road

As soon as a player has a continuous road of at least 5 individual road pieces (branches do not count), he has the “Longest Road.” Needless to say that foreign settlements / cities interrupt the continuous road – own settlements / cities don’t.

This player receives the tile or the above-mentioned object symbolizing the Longest Road.

If another player builds a longer continuous road, he receives the Longest Road.

Largest Army

The first player to build 3 knights has the “Largest Army.” A knight counts toward the Largest Army, regardless of whether his function as a joker has been used.

This player receives the tile or the above-mentioned object symbolizing the Largest Army.

If another player builds more knights than the current owner of the Largest Army, this player receives the Largest Army.

Optional Rule: Castles

In the corners of the game map, four castles are depicted. To build a castle, you need to roll 6 symbols of the same type. All players may try to build castles. There are no prerequisites for building a castle, i.e., if you have rolled the required resources (also gold), you may mark any unbuilt castle with your color.

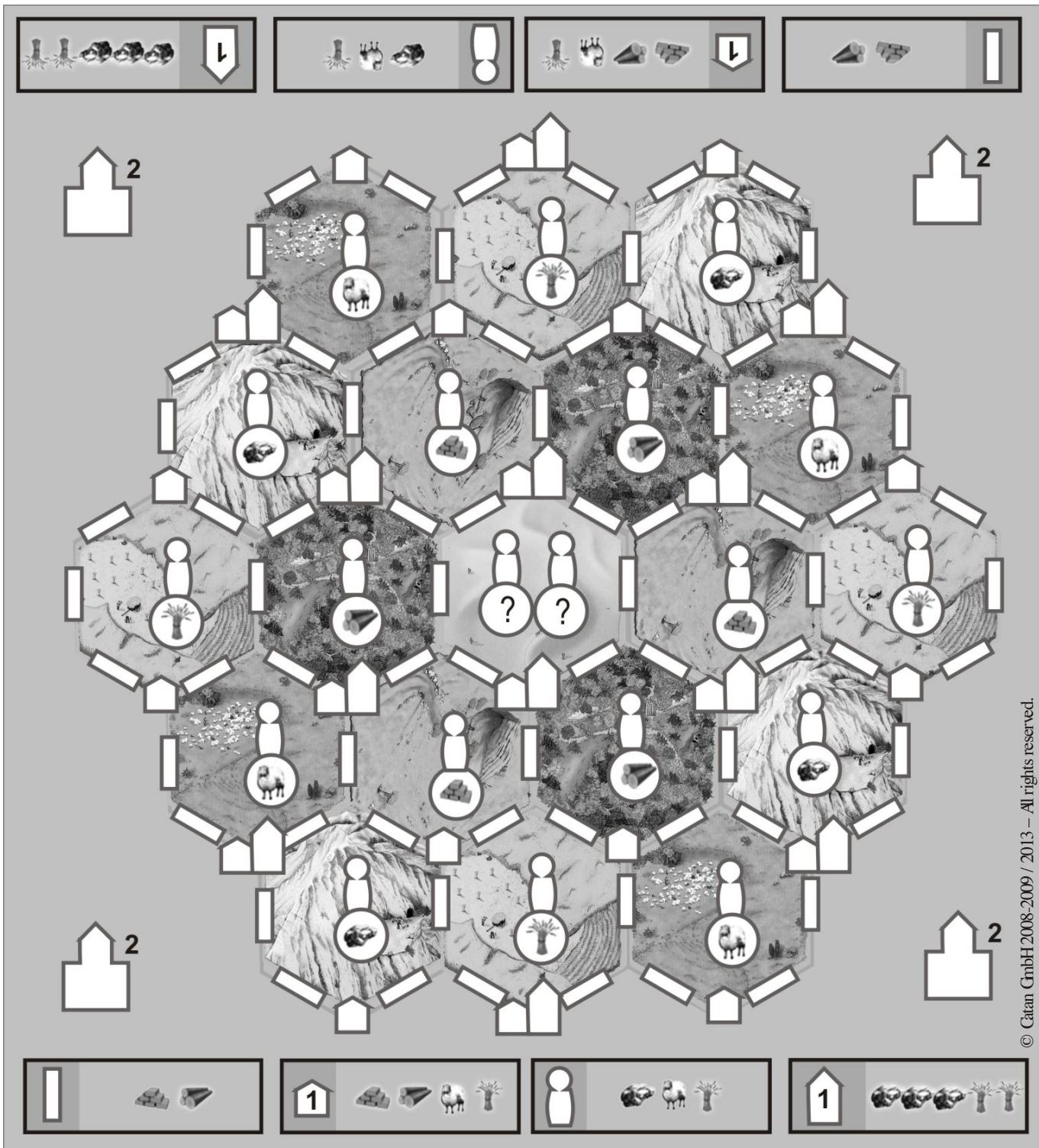
A castle is worth 2 victory points.

Hint: Without joker it is very difficult to roll the resources required to build a castle. It is likely that in many games no castle is built at all. Castles are meant to provide players who are surrounded and can't move, or who are lagging behind, with an opportunity to turn the game around - if they get lucky.

Please note: The two joker knights in the desert are very valuable for building a castle. Should you be able to build both joker knights, it will be very easy for you to build a castle.

Have fun!

Catan Dice Game “Extra”



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Longest Road 1 Victory Point



This card goes to the player with the longest unbroken road of at least 5 segments.
Another player who builds a longer road takes this card.

Largest Army 2 Victory Points



The first player to build 3 knights gets this card.
Another player who builds more knights takes this card.

The Settlers of Catan – The Dice Game “Plus”

A Variant of the Dice Game for 2 to 4 Players

Preparation

Give each player 1 sheet with the game map (download at www.catan.com). Place the 6 dice from the Dice Game so that they are ready to play. You also need 2 matches (or 2 roads from the board game “The Settlers of Catan”) and a pen. Determine the starting player.

Preliminary Remark

For the most part, the same rules apply for the “Plus” variant as for the original Dice Game. Since we are implying that you know the rules of the Dice Game, in this instruction we will only explain those parts of the rules that differ from the original Dice Game.

Starting the Game

The starting player rolls only 3 dice. Each following player adds one more die when rolling, up to the point where one player uses all 6 dice. From that moment on, each player always rolls all 6 dice.

Goal of the Game

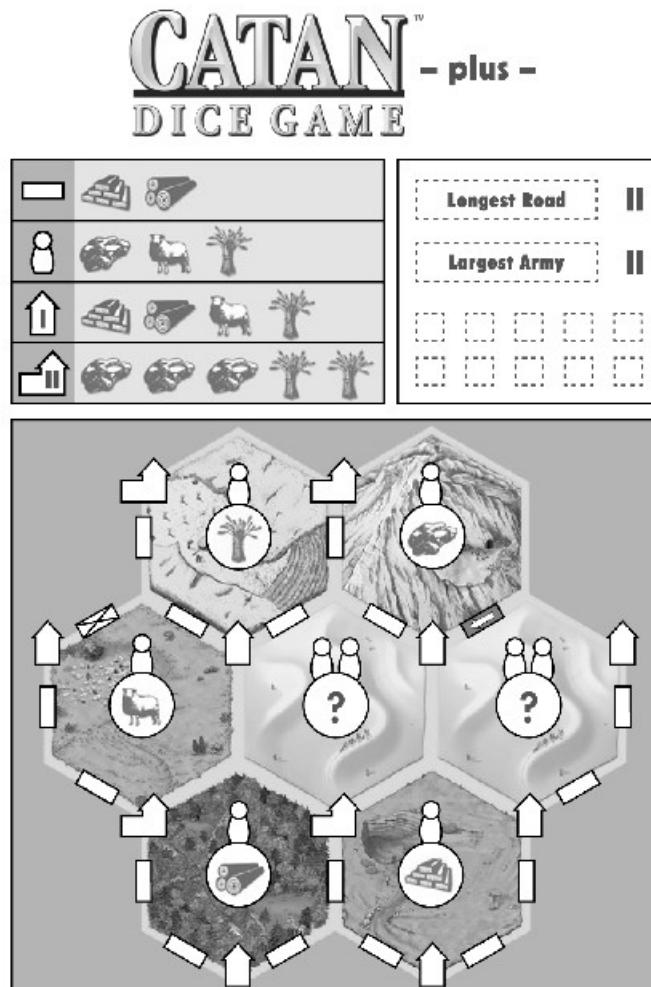
As in the normal Dice Game, you roll the 6 dice up to three times. Then you use the resources you have rolled for building roads, Knights, settlements, and cities. Other than in the original game, the goal of the variant is not, having the most points at the end of the game but rather, being the first one to reach 10 Victory Points and thus win the game.

Victory Points

Each settlement built is worth one Victory Point, and each city built is worth 2 Victory Points. As individual units, the built roads and Knights are not worth Victory Points.

In the Building Costs Overview on the upper left, the Victory Points for a settlement or city are depicted as small vertical lines inside little houses.

For a better overview over the respective Victory Points of the game partners, each time a settlement is built not only the little house on the game map is marked with a cross but also one of the 10 check boxes on the upper right. If a city is built, 2 check boxes are marked. That way, each player can see the number of Victory Points belonging to the other players at a glance.



Building Rules

The building rules differ from those of the original game only in the following:

- If you have built roads next to several settlements, it doesn't matter which one you build first. The same applies for cities.
- Knights can also be built in any order.

Resource Joker

In the same way as in the original game, after rolling the dice you also may turn one of the dice so that the resource corresponding to an already built Knight is face up. During your turn, you may use as many Resource Jokers as you like, but don't forget to mark them afterwards, indicating that they have been used (cross them out).

You can use each of the Resource Jokers in the two deserts to obtain a resource of your choice. New is the fact that you may use the Resource Joker only if above it you have built two Knights.

Special Victory Points

a) Longest Road

If you are the first one to build a road whose building site is marked with a cross ("X"), you have the longest continuous sequence of roads; it is made up of 5 roads. Take a match and place it on the rectangle "Longest Road." Having the Longest Road is worth 2 Special Victory Points. The two small vertical lines (Victory Points) next to the rectangle count only if you have marked the rectangle with a match. As soon as another player has a **longer** road, you must pass the match on to this person.

Important: Only the roads belonging to a continuous sequence of roads are counted towards the Longest Road; roads that are branching off are not considered.

b) Largest Army

If you are the first one to build three Knights, you have the Largest Army. Take a match and place it on the rectangle "Largest Army." Having the Largest Army is worth 2 Special Victory Points. The two small vertical lines (Victory Points) next to the rectangle count only if you have marked the rectangle with a match. As soon as another player has built more Knights, you must pass the match on to this person.

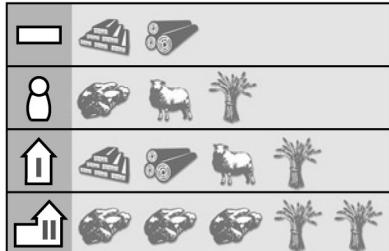
End of the Game

The game ends as soon as one of the players has reached 10 Victory Points. This player wins.

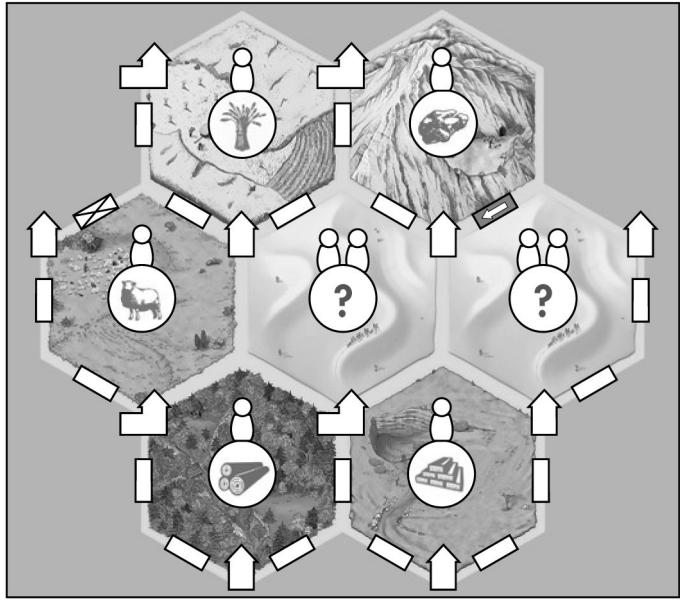
CATAN™

- plus -

DICE GAME



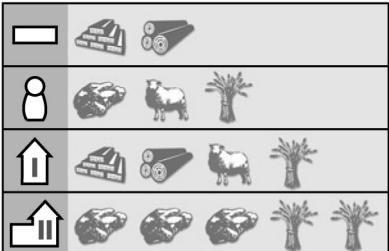
Longest Road	II
Largest Army	II



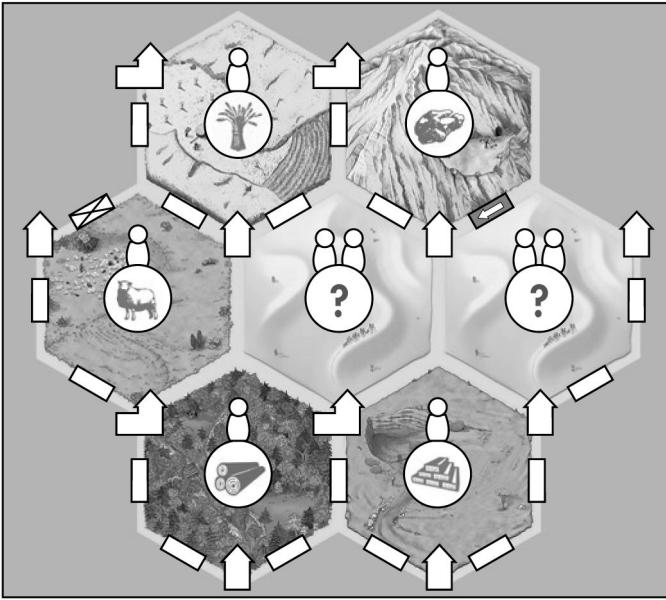
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DICE GAME



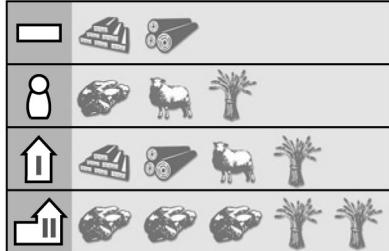
Longest Road	II
Largest Army	II



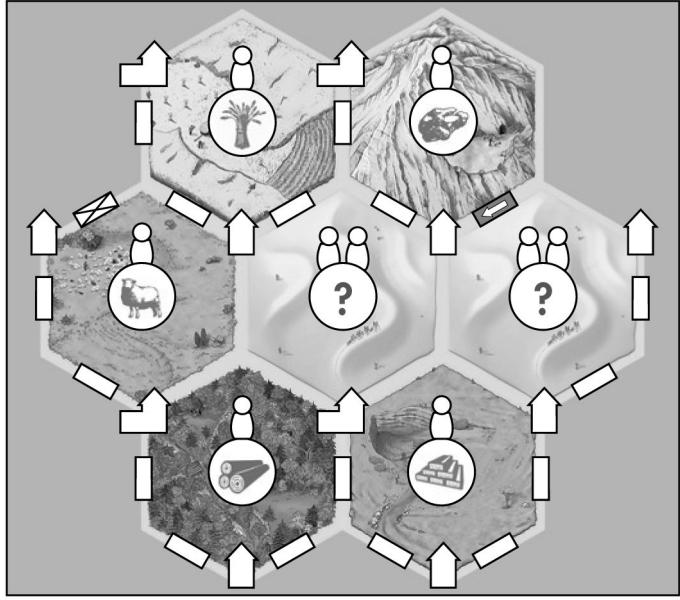
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DICE GAME



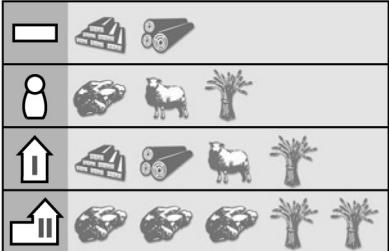
Longest Road	II
Largest Army	II



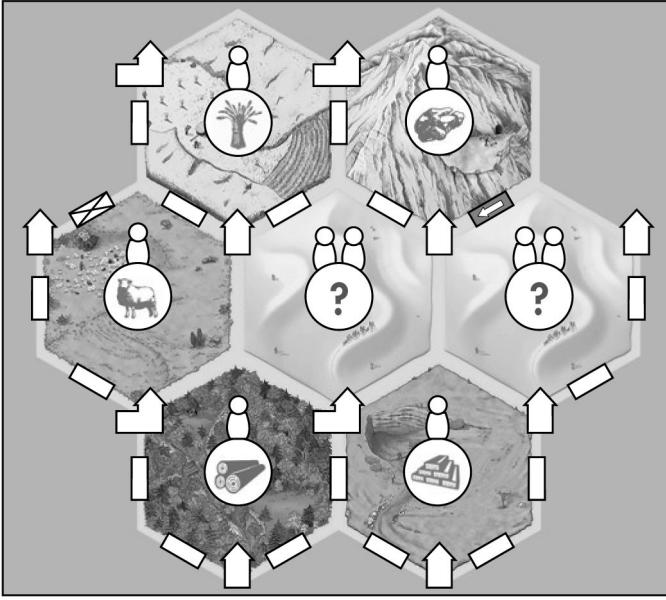
CATAN™

- plus -

DICE GAME



Longest Road	II
Largest Army	II



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

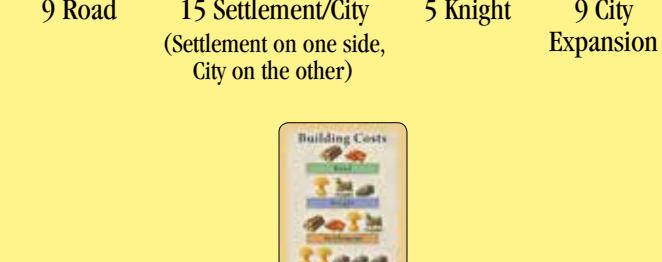
GAME COMPONENTS

67 Resource Cards:



11 Brick 11 Lumber 15 Wool 14 Grain 16 Ore

42 Building Cards:

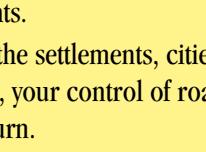


9 Road 15 Settlement/City
(Settlement on one side,
City on the other) 5 Knight 9 City Expansion



4 Building Costs

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.

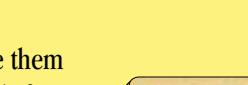


SPECIAL PREPARATION

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.

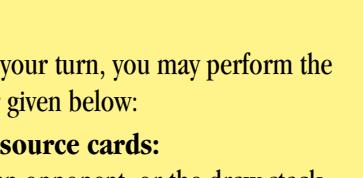
Attention: The direction of the arrow does not specify the order in which the players take their turns. The function of the destiny card is explained in the section "Roads and Knights Change Hands."

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.

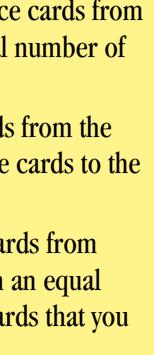
1. Trade One or More Resource Cards

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.

Turn Overview

“The Struggle for Catan”

Goal of the Game: 10 Victory Points

1. Trade



You may trade **one** resource card per each road whose A side faces up.
The 3 trade possibilities are described on the right.

Trade one resource card with the market.

Trade one resource card with an opponent.
(Use the Library to choose the card from the opponent.)

Trade a resource card with the draw stack.



2. Build

To build a road, settlement, city, or city expansion: Pay the resources and place / turn over the card. Each building object may only be built once per turn.

University: To build it, you may replace 1 resource with 3 different resources of one single type.

Merchant Guild: Draw a resource card from an opponent who has an equal number of victory points or more victory points than you.

Road and knight: A and B sides must alternate. If the road or knight supply is depleted, take a road or, respectively, a knight from an opponent who sits closest to you in the direction of the destiny card. The **Castle** protects your first 3 roads, and the **Church** protects your first knight.

Settlement: If the settlement supply is depleted, no more settlements can be built.

City: Flip the settlement over and resolve the event.

City expansion: Place the city expansion on top of the city. A player who hasn't placed a city can't build a city expansion.



3. Draw Resource Cards



Draw two resource cards from the draw stack.
Draw one more resource card per each knight whose A side is face up.

Trade, Maritime

During the trade phase of your turn, you can trade resources without involving other players by using what is called *Maritime Trade*.

• **Without a harbor:** The most basic (and unfavorable) exchange rate is 4:1. You may trade 4 resource cards of the same type to the supply in exchange for the (1) resource card of your choice. You do not need a harbor to trade at 4:1.

• **With a harbor:** If you have built a settlement or city at a harbor, you can trade more effectively. There are 2 different types of harbors:

1. **Generic harbor (3:1):** During your turn's trade phase, you may exchange 3 resource cards of the same type for any 1 other resource card of your choice.

2. **Special harbor (2:1):** There is 1 special harbor for each type of resource. The favorable exchange rate of 2:1 applies only to the resource shown on the special harbor you control. I.e.: if Blue controls a grain harbor, Blue can maritime trade grain at a 2:1 rate, not any of the other resources.

Please Note: A special harbor does not entitle you to trade the other resource types at a 3:1 rate!

Important: You are only allowed to conduct maritime trade on your turn!



Victory Points (VPs)

If you are the first player to reach 10 VPs on your turn, you win the game. You receive VPs for the following:

1 settlement	= 1 VP	Longest road	= 2 VPs
1 city	= 2 VPs	Largest army	= 2 VPs
Victory point card	= 1 VP		

Note: Since you begin the game with 2 settlements, you begin the game with 2 VPs and you only need to earn 8 more VPs to win the game!

Victory Point Cards (VP cards)

VP cards are development cards, therefore you can "buy" them.

VP cards represent important cultural achievements. Each VP card is worth 1 VP. Keep your victory point cards secret. If you reach 10 VPs (including your victory point cards) on your turn, reveal your VP cards to declare victory.

Hint: Always store your victory point cards in such a way that your opponents are unable to draw any conclusions. 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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MADE IN CHINA

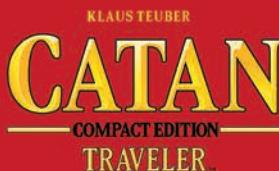
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INSTRUCTIONS

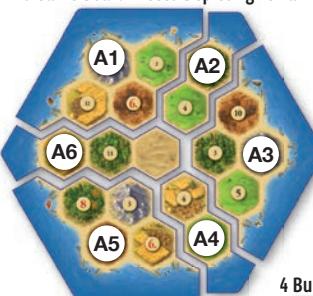
Do you already know the game rules for Catan? If so, you're basically ready to start playing. The only new thing is that you set up the island using the 6 game board pieces. The starting set-up for beginners is shown on page 2 of these rules, and the starting set-up for experienced players is explained on page 12.

You don't know the game's rules yet? In that case, consult our 3-part rules system. The **Game Overview** (page 2 - 3) introduces you to the game. After the overview, read the **Game Rules** (page 4 - 8) and start playing. For more detailed questions please refer to the **Almanac** (page 12 - 16), where you can find further explanations for all keywords marked * in the game rules.

Also, please read the hints and tips regarding the use of the compact box on page 9!

GAME COMPONENTS

6 Game Board Pieces Depicting Terrain



95 Resource Cards



25 Development Cards



4 Building Cost Cards



2 Special Victory Point Cards



Game Piece Sets (in 4 colors)

Each set has: 5 Settlements, 15 Roads, and 4 Cities



1 Robber



1 Dice Shaker



14 Trade Cards



These are only used in the 2 player game.

2 Card Trays



GAME OVERVIEW & STARTING SETUP FOR BEGINNERS

1 The island of Catan lies before you. It consists of 19 terrain hexes surrounded by sea. Your task is to settle the island.

2 There are 5 different terrain types and 1 desert on Catan. Each terrain type produces a different type of resource.



Forests produce lumber



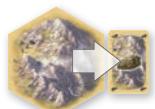
Hills produce brick



Pasture produces sheep



Fields produce grain



Mountains produce ore



The Desert produces nothing

3 You begin the game with 2 settlements and 2 roads. Each settlement is worth 1 victory point. You therefore start the game with 2 victory points. The first player to reach 10 victory points wins the game.

4 To obtain more victory points, you must build new roads and settlements and upgrade your settlements to cities. A city is worth 2 victory points. To build or upgrade, you need resources.

5 How do you get resources? It's simple. Each turn, roll the 2 dice in the shaker to determine which terrain hexes produce resources. Each terrain hex is marked with a number. If, for example, you roll a "3," all terrain hexes with the number "3" produce resources. In the illustration on the right, the terrain hexes with the number "3" are forest (lumber) and mountains (ore)

6 You only collect resources if you own a settlement or city bordering these terrain hexes. In the illustration, a white settlement "D" borders the forest marked with a "3". Additionally, a blue settlement "B" and an orange settlement "C" border the mountains marked with a "3". If a "3" is rolled, the white player receives 1 lumber and the blue player and the orange player each receive 1 ore.

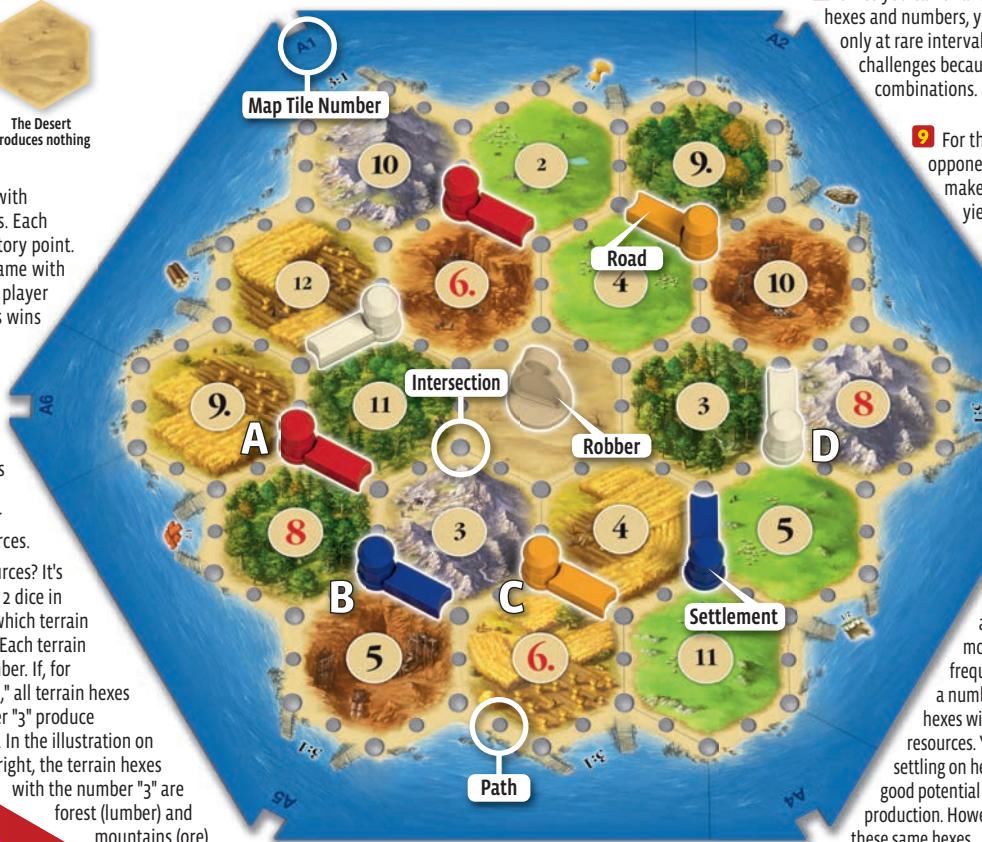
7 Since settlements usually border on 2-3 terrain types, they can "harvest" up to 3 different resources based on the dice roll. In our example, settlement "B" borders 3 terrain hexes: forests, mountains, and hills.

8 Since you can't have settlements adjacent to all terrain hexes and numbers, you will receive certain resources only at rare intervals—others, never. This creates challenges because building requires specific resource combinations.

9 For this reason, you can trade with your opponents. Make them an offer, or let them make you an offer! A successful trade might yield a big build.

10 You can only build a new settlement on an unoccupied intersection—provided that one of your own roads leads to that intersection and the nearest settlement is at least 2 intersections away.

11 Carefully consider where you build settlements. The numbers on the terrain hexes are depicted in varying sizes. The taller the depicted number, the more likely that number is to be rolled. The red numbers 6 and 8 are the tallest numbers with the most pips; they are likely to be rolled most frequently. Bottom line: The more frequently a number is rolled, the more often the hexes with those numbers produce resources. You should consider settling on hexes that have good potential for production. However, these same hexes are often the primary target for the robber.



Beginning Setup

RULES

PREPARATION

General

Each player receives one building costs card. Next, they each choose a color and take all of the game pieces of that color: 5 settlements , 4 cities , and 15 roads .

- Place the special cards "Longest Road"  and "Largest Army"  beside the game board, along with the 2 dice in the shaker.

- Sort the resource cards into 5 stacks and put them face up into the compartments of the card holders; they are the supply.

Place the card holders beside the game board.

- Shuffle the development cards  and put them face down into the last free compartment of the card holder.

• Place the robber in the desert.

• The trade cards are only needed for the 2-player variant.

Starting Set-up for Beginners (see illustration on page 2 / 3)

For your first few games, we suggest that you set up the game board as shown in the illustration on page 2 / 3. Each of the 6 game board pieces has an identification mark on its outer edge, such as A1, A2 or B3. Turn all board pieces so that their "A" sides face up; starting with A1, place them clockwise (according to the illustration) onto the game board.

Lastly, each player receives a starting resource income from 1 of their settlements (in the illustration, each starting income-producing settlement is marked with a letter): for each terrain hex bordering your marked settlement, you take 1 of the corresponding resource cards from the supply *i.e.*: Red takes 2 lumber cards and 1 grain card from settlement "A". Blue takes 1 lumber, 1 ore, and 1 brick from settlement "B". Orange takes 1 ore and 2 grain from settlement "C". White takes 1 lumber, 1 ore, and 1 wool from settlement "D".

Starting Set-up for Experienced Players

After 1 or 2 games you should use the variable set-up.

You can find the corresponding information in the Almanac under Set-up, Variable .

Special Rules: CATAN for Two Players

This variant is played with slightly modified rules, which are explained on page 10 / 11.

TURN OVERVIEW

For your first game, the oldest player goes first. Once you become a more experienced player, you can roll to see who goes first. On your turn, you can do the following in the order listed:

1. You must roll the dice and resolve **resource production** (the result of your roll applies to all players).
2. You may **trade**  resources—also with your opponents.
3. You may **build** : roads , settlements , or cities , and/or you may buy development cards .

In addition, you may play 1 development card  at almost any time during your turn. This includes before rolling the dice and after handing out resource cards (or dealing with the robber ), but not in between.

After you're done, pass the dice to the player to your left, who then continues the game with step 1.

THE TURN IN DETAIL

1. Resource Production

The player with the dice rolls them: the sum of the pips on the dice determine which hexes produce.

- Each player who has a settlement adjacent to a terrain hex marked with the number rolled receives 1 resource card of the hex's type. If you have 2 or 3 settlements adjacent to that hex, you receive **1 resource card for each settlement**. You receive **2 resource cards for each city** you own adjacent to that hex.

Example: If a "3" is rolled, Red receives 2 lumber for her 2 settlements. White receives 1 lumber. If an "8" is rolled, White receives 1 ore. If White's settlement were a city, he would receive 2 ore instead.

- Keep all cards in your hand hidden from other players. They are only allowed to know how many cards you have.



2. Trade

Afterwards you may trade  as often as you like to obtain needed resource cards. There are two types of trade:

a) Domestic Trade (trade with Opponents)

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. You can also hear your opponents' offers and make counteroffers.

Important: Players may only trade with the player whose turn it is. The other players may not trade among themselves.

b) Maritime Trade (Trade with the Bank)

You can also trade **without** the **other players**!

- During your turn, you can always trade at **4:1** by returning 4 resource cards of the same type to the supply and taking any 1 resource card of your choice in exchange.

- If you have a settlement at a harbor , you can trade with the supply more favorably. A **3:1** harbor allows you to trade 3 resources of the **same** type for any 1 resource card of your choice, and at a special **2:1** harbor you can trade 2 resource cards of the **indicated** type for any 1 resource of your choice.



Maritime Trade 4:1 without a port



Maritime Trade with your 3:1 port



Maritime Trade 2:1 with your special lumber port

RULES

3. Build

Now you can build. Through building, you can increase your resource production and your number of victory points! *

To build, you must pay specific combinations of resource cards (see the building costs card). Then you take the corresponding number of roads, settlements or cities from your supply and place them on the game board. Return the paid resource cards to their supply stacks.

a) **Road** *: requires: Brick + Lumber



- A new road must always connect to 1 of your existing roads, settlements, or cities.
- Roads are built on paths.
- Only 1 road can be built on any given path.*

Orange may build a new road on the paths marked in green—not on the path marked in red, because Red's settlement blocks it.



- The first player to build a continuous trade route (not counting forks) of at least **5 roads** that is not interrupted by opponent's settlements or cities receives the special card "**Longest Road**" *, worth 2 victory points. 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).



Longest Road



Example: Red has a continuous road of 6 roads (not counting the fork); therefore, she has the "Longest Road." Orange's road is interrupted by one of Red's settlements. So, Orange's longest road is actually 5 roads, not 7 roads long.

b) **Settlement** *: requires: Brick + Lumber + Grain + Wool



- You must build a settlement on an intersection that connects to at least one of your roads. When building a settlement, you must observe the **distance rule**.

Distance rule: You may only build a settlement on an intersection if all 3 (or, next to the coast, 2) of the adjacent intersections are vacant (i.e., **none** are occupied by any settlements or cities—even your own).



Example: According to the distance rule, Orange can only build a settlement on the intersection marked in green. All of the intersections marked in red are too close to another settlement.

- Each settlement you build allows you to gain resources from the adjacent hexes—1 resource card per hex, each time that hex's number is rolled.
- Each settlement is worth **1 victory point**.

c) **City** *: requires: 3 ore + 2 wheat

You can only build a city by upgrading one of your settlements!



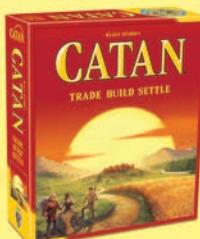
- When you upgrade a settlement to a city, return the settlement piece to your supply and replace it with a city piece.
- For cities you receive twice as many resources from adjacent terrain hexes: **2 resource cards** from each adjacent terrain hex whose number is rolled.
- Each city is worth **2 victory points**.

d) **Development Card** *: requires: Grain + Wool + Ore



- When you buy a development card, draw the top card from the stack.
- There are 3 different types of development cards, each of which has a different effect: **Knight** * **Progress** * **Victory Point** *
- Keep your development cards secret until you use them.

Explore the world of CATAN



CATAN
Base Game

RULES

4. Special Cases

a) Rolling a "7" ☀ and Activating the Robber ☀

- If you roll a "7," **no one** receives any resources.
- All players** who have **more** than 7 resource cards must select **half** of their resource cards and return them to the supply. Players who have an odd number of cards round down (for example, if you have 9 cards, you must discard 4 of them).

- Then you **must** move the robber ☀:

- You must move the robber ☀ to **another** hex (this can also be the desert hex).
- Then you draw **1 resource card**, at random, from **one** opponent who has a settlement or city adjacent to the terrain hex you have placed the robber on. If you are the player who is getting robbed, fan your resource cards out so that only you can see what they are so that the player robbing you can easily choose a random card.
- Afterwards, you begin your turn's trade phase.

Important: If the number of the hex containing the robber is rolled, the owners of adjacent settlements and cities do not receive resources from that hex.

b) Playing Development Cards ☀:

During your turn, you may play **1 development card**—before or after rolling and resolving production. That card, however, may not be a card you bought during the same turn! There are three types of development cards.

1. Knight Cards ☀:



- If you play a knight card, you must immediately move the robber. (See steps 1 and 2 above).
- Once played, knight cards remain face up in front of yourself.
- The first player to have **3 Knight cards face up** in front of himself receives the special card "Largest Army," which is worth 2 victory points to its holder.
- If another player has **more** knight cards face up in front of himself than the current holder of the Largest Army card, he immediately receives the special card and the 2 victory points move from the old holder to the new holder.



Largest Army

2. Progress Cards ☀:

If you play a progress card, follow its instructions. Then remove the card from the game (put it in the box, set it aside, etc.).



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3. Victory Point Cards ☀:



You must keep victory point cards secret. You may only reveal them if you or another player reach a total of 10 victory points.

END OF THE GAME ☀

If you have **10 or more** victory points during your turn, the game ends and you are the winner.

Hints & Tips for handling the case:

- To make it easier for you to reach into the **drawers**, rotate them slightly away from the hinge when you pull them out. **Important:** The drawers are permanently attached to the box. DO NOT try to pull them out completely.
- If you do not play the 2-player variant, you will not need the **trade cards**. We suggest that you put these additional cards at the bottom of one of the card holders' 5 resource card compartments. That way, they are stored safely and do not get in the way.
- When **disassembling** the game, please follow these indications in the order listed:
 - First, put all cards into the card holders.
 - Store each of the two card holders into separate drawers. Put the dice shaker into a third drawer.
 - Place the game pieces into the drawers (one color per drawer). Please note: Small bags may get stuck in the drawers. Therefore, we advise not to put bags in the drawers.
 - To close the drawers, push them back inward while rotating them towards the hinge, then slide/push them into the box until they snap into place.
 - To remove the game board pieces, begin at one of the depressions in the outer edge of the board frame.
 - Stack all game board pieces and the manual onto one half of the compact box in no particular order. Fold the other half of the box over.
 - Close the sliding side-latch until it snaps into place.

CATAN FOR TWO

Extra Components:

14 Trade Cards

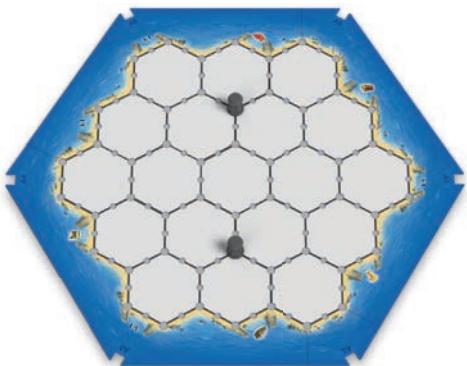


PREPARATION

Prepare the game according to the normal rules. The two sets of game pieces not chosen by the players serve as two imaginary, neutral players. Place the trade cards beside the game board; they are the supply. At the beginning of the game, each player receives 4 trade cards.

SETUP PHASE

For each neutral player, place 1 settlement (without a road) on one of the intersections of the game board marked in the illustration. You and your opponent then build your two starting settlements with roads, according to the normal set-up rules. 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.



RULES FOR 2-PLAYER CATAN

In general, the normal 3-4 player rules apply. The changes are described on page 11.

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 (a "7" result). You can also move the robber in between the two dice rolls by playing a knight card or using a trade card for this purpose.

Building Progress of the Neutral Players

Whenever you build a **road** or a **settlement**, you must also build (for free) a corresponding 1 road or 1 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.

Note: The neutral players never receive resources, development cards, or build cities. However, a neutral player can obtain the "Longest Road."

Using Trade Cards to Take Actions

On your turn (before or after completing the production roll) you can opt to take a special action. If your victory point total is less than or equal to your opponent's total (ignoring VP cards, because they are secret), you must pay 1 trade card to take 1 action. If your VP total is higher than your opponent, an action costs you 2 trade cards. Return spent trade cards to the supply. The actions you can choose from are:

- **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 you do not have 2 cards to give, you cannot Force Trade. If your opponent only has 1 card, you can take it, but still must give that opponent 2 cards in exchange.

Note: You are allowed to give back any or all of the cards you took in the forced trade

- **Move the Robber:** You move the robber to the desert hex. If your opponent has settlements or cities adjacent to the desert, you do not draw a card from him.

Replenishing Trade Cards

- Once during your turn, you may discard one of your face-up knight cards and take 2 trade cards in exchange. Remove the discarded card from the game. 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, set it aside. If you and your opponent have the same number of face-up knight cards (or your opponent has more) after discarding, also set it aside. Thereafter, the 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 cards (also applies during the set-up phase).
- When you build a settlement on the coast, you take 1 trade card (also applies during the set-up phase).
- When you build a settlement adjacent to both the desert and the coast, you take 3 trade cards. This also applies during the set-up phase.
- A player may have a maximum of 7 trade cards.

Example: Hans has 6 trade cards and builds adjacent to the desert. He would receive 2 trade cards as replenishment, but he is not allowed to have more than 7 trade cards. Therefore, he only receives 1 trade card from the supply.

ALMANAC

Detailed Rules Explanation and Examples

Build

You may build on your turn after you have rolled for resource production and finished trading. To build, you must pay certain combinations of resource cards (see building costs card). Return the resource cards to the supply stacks. You can build as many items and buy as many development 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, Development Cards in the almanac). Each player has a supply of 15 roads, 5 settlements, and 4 cities. When you upgrade a settlement to a city, the settlement piece becomes available again, and you can immediately use it to build another settlement. Roads and cities, however, remain on the board until the end of the game once they are built.

Your turn is over after “building” (unless you want to play a development card). Play continues with the player to your left.

Rule Variant: see Combined Trade/Build Phase.

City

A City can only be built by improving an existing settlement (removing it and replacing it with a city). Each of your cities is worth 2 victory points, and they produce 2 resource cards from a neighboring terrain when that terrain's number is rolled.

Example: Red rolled a “3.” Blue receives 3 lumber cards: 1 for his settlement and 2 for his city. Orange receives 2 ore cards for his city.

Coast

The area where a terrain hex borders on the sea is called the “coast.” You can build a road along a coast. You can build settlements and upgrade settlements to cities on intersections along the coast. For settlements and cities on the coast, you only receive resources from 1 or 2 terrain hexes. However, coastal settlements and cities often lie at harbors, which allow you to use maritime trade to trade resources at a more favorable rate. Settlements on coastal intersections without harbors do not give you any trade advantages.

Combined Trade / Build Phase

We recommend experienced players ignore the separation of the trade and build phases. That way, after rolling for production you can trade and build in any order. For example, you can trade, build, trade again and build again—as long as the cards in your hand allow it. You can even use a harbor on the same turn you built a settlement there.

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. Keep in mind that if you build a settlement or city adjacent to the desert, you can only receive resources from 2 terrain hexes.

Development Cards

There are 3 different types of development cards: knights, progress, and victory points. When you buy a development card, draw the top card of the face-down development card stack into your hand. Keep your development cards secret until you play them. You cannot trade or give away development cards.

You may play the card at any time on your turn, **before or after you “roll and resolve the production dice.”** You may only play 1 development card during your turn—either 1 knight card or 1 progress card. You may not, however, play a development 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 may reveal all victory point cards you have, as an exception to the “1 per turn” rule) 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.

Note: If you are robbed (see “Rolling a “7” and Activating the Robber”), your opponent may only steal a resource card from your hand, not a development card. Therefore, before the opponent draws from your hand you should put your development cards down or keep them elsewhere.



End of the Game

If you reach 10 VPs on your turn, the game ends immediately and you win.

Example: Orange has 2 settlements (2 VP), the Longest Road special card (2 VP), 2 cities (4 VP), and 2 victory point cards (2 VP). He reveals his 2 victory point cards, giving him the 10 victory points needed to win.

Harbors

Harbors are located along the coast. They allow you to trade resources more favorably. To control a harbor, you must build a settlement on one of the two intersections (circled in green) that border a harbor. See also “Maritime Trade”.

Important: If you have just built a settlement at a harbor, you can't use the trade function of that harbor until the trade phase of your next turn (unless you are playing with the Combined Trade/Build Phase rule).

Intersections

Each terrain hex has 6 corners; each corner touches either 2 other terrain hexes, 1 other terrain hex and the coast, or just the coast. These corners are called intersections. You may only build settlements on intersections.



Longest Road

• You can break an opponent's road by building a settlement on an unoccupied intersection along his road! (As always, you must observe the distance rule.)

Example: Orange has the “Longest Road” composed of 7 roads. Red builds the settlement marked with a black circle, thus interrupting Orange's road. Now Red owns the “Longest Road” (consisting of 6 roads) and, therefore, the corresponding 2 victory points.



Please Note: Your own settlements / cities do not break your road!

- If, after a longest road is broken, multiple players have roads of equal length (they are tied), apply the following rule:
If you are the current owner of the “Longest Road” special card and are one of the tied players, you keep the special card.
If the owner of the “Longest road” special card is not among the tied players, set the card aside. It comes into play again when only 1 player has the “Longest Road.”

Note: You also set the card aside if, after a longest road is broken, no player has a continuous chain of 5 or more roads (i.e., a “longest road” no longer exists).

Knight Cards

If you play a knight card during your turn (**before or after you roll and resolve the dice**), you must immediately move the robber.

- You must move the robber away from his current location to any other terrain hex of your choice.
- Then you steal 1 resource card from a player who has a settlement or city adjacent to that terrain hex. If there are two 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 you are the first player to have 3 knight cards face up in front of yourself, you take the “Largest Army” special card. This special card is worth 2 victory points.
- As soon as another player has one face-up knight card more than you, he takes this special card from you and the 2 victory points that go with it.

Important: If anyone plays a knight card, you don't have to check whether your hand contains more than 7 cards. You only do this when someone rolls a “7”.

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Paths

Paths are defined as the edges where two hexes, or a hex and the coast, meet. Therefore, paths run along the border between terrain hexes or between terrain hexes and the coast.

Only 1 road can be built on any path. Each path leads to an intersection where you might be able to build a settlement.



Progress Cards

Progress cards are a type of development card. You may only play 1 progress card on your turn. There are 2 progress cards each, of 3 varieties:

- Road Building:** If you play this card, you may immediately place 2 roads for free (according to the normal build rules).
- Year of Plenty:** If you play this card, you may immediately take any 2 resource cards of your choice from the supply stacks. If you have yet to conduct your build phase, you may use these resource cards to build.
- 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, that opponent does not have to give you anything. If you have yet to conduct your build phase, you may use these resource cards to build.

Roads

Roads connect your settlements and cities. You create roads by building roads on paths. You may only build one road on each path (including coastal paths). You build a road either adjacent to an intersection occupied by one of your settlements or cities or on an unoccupied (empty) intersection that borders on one of your roads. You cannot build new settlements without building new roads. Roads only provide victory points if you hold the Longest Road special card.

Robber

The robber begins the game in the desert. You only move him if you have rolled a "7" or if you reveal a knight card. If you move the robber to a terrain hex, he prevents that hex from producing resources. Players with settlements and/or cities adjacent to the robber's new hex receive no resources from this hex as long as the robber occupies it.

Rolling a "7" and Activating the Robber

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

- Each player counts his/her resource cards. Any player with more than 7 resource cards (i.e., 8 or more) must select and discard half of them. Return discs to the supply stacks. If you hold an odd number of cards, round down (e.g., if you have 9 resource cards, discard 4 of them).
Example: Blue rolls a "7." He has only 6 resource cards in his hand. Red has 8 cards and White has 11. Red must discard 4 cards and White 5 (rounding down).
- Then you (the player who rolled the "7") must move the robber to any other terrain hex of your choice. This blocks the resource production of this hex.
- After moving the robber, you also steal 1 resource card at random from a player who has a settlement or city adjacent to this hex. If 2 or more players have settlements or cities there, you may choose from which one to steal.

Afterwards, your turn continues with the trade phase.

Example: White rolls a "7" on his turn. He must move the robber. White moves the robber from the hills hex to the forest hex marked with a "3." He may steal a resource card from either player who has a settlement adjacent to this hex, Orange (A) or Blue (B). White steals the card at random from the player he chooses. If a "3" is rolled on subsequent turns, Orange and Blue receive no resource cards from this hex. This continues until a player rolls another "7" or plays a knight card and thus moves the robber.



Note: If you moved the robber, you should remember that you are supposed to steal a card if possible. However, any players affected by the robber are not forced to remind you of this fact.
See also Knight Cards.

Settlements

A settlement is worth 1 victory point. If you own a settlement, you may receive resource production from all its adjacent terrain hexes. If you have built your 5 settlements and want to build another settlement, you first must upgrade one of your settlements to a city. Return that settlement to your supply and replace it with a city. Now you can build a new settlement using the returned settlement.

Important: You must observe the distance rule when building a settlement—none of the 3 adjacent intersections may be occupied by any of the players' settlement or city (not even yours).

Set-up Phase

Begin the "set-up phase" after you build the game map (Set-up, Variable).

- Each player chooses a color and receives the corresponding game pieces: 5 settlements, 4 cities, 15 roads, and 1 building costs card.
- Sort the resource cards into 5 stacks and put them face up into the two card holders.
- Shuffle the development cards and place them face-down in the last empty space of the card holder.
- Place the 2 special cards and the dice beside the board.
- Place the robber on the desert.

Each player rolls the dice. If you roll highest, you are the starting player and begin the game. Starting with you, each player in turn builds two sets of "settlement + adjoining road" combinations. Use the following order to build each player's first "settlement+road": Player 1, Player 2, Player 3, Player 4. Now use this turn order to build each player's second "settlement+road": Player 4, Player 3, Player 2, Player 1.

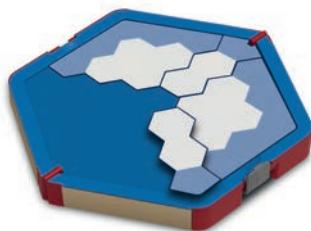
Important: When placing settlements, the distance rule always applies!

You receive your starting resources immediately after building your second settlement; for each terrain hex adjacent to your second settlement, you take a corresponding resource card from the supply. The starting player (the last to place his second settlement) begins the game: he rolls both dice for resource production.



Set-up, Variable

The 6 game board pieces are printed on both sides; in different combinations, they allow a variable set-up of the game board. The position of the pieces on the playing surface as well as their side can be chosen randomly. Start with a randomly chosen, large (4 terrain hexes) game board piece and place it in one of the 6 corners of the playing surface. The water side must always border the edge of the playing surface. In a clockwise direction, place one of the small (2-3 terrain hexes) game board pieces adjacent to it. Then place the other game board pieces, always alternating large and small pieces, until the playing surface is completely covered.



Continues with the "Set-up Phase" (→).

Trade

After you roll for production, you may trade resources with the other players (Domestic Trade) or with the supply (Maritime trade). On your turn, you may trade as long as you have resource cards in your hand.

Trade, Domestic (Trade with opponents)

On your turn, you may trade resource cards with your opponents (after you have rolled for production). You and your opponents negotiate the terms of your trades—such as which cards, and how many will be exchanged. You are not allowed to give away cards ("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 among themselves.

Example: Red needs 1 brick to build a road. She has 2 wool and 3 ore. Red asks aloud: "Who will give me 1 brick for 1 ore?" Blue answers, "I'll give you 1 brick if you give me 2 ore." White interjects, "I'll give you 1 brick if you give me 1 wool and 1 ore." Red accepts White's offer and trades 1 wool and 1 ore for 1 brick.

Important: In this example, White is not allowed to trade with Blue, since it's Red's turn.