

KLAUS TEUBER

CATAN

3D EDITION

GAME OVERVIEW & RULES



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PLAYING YOUR FIRST GAME

To make it as easy as possible for you to start playing CATAN®, we use the simple 3-part CATAN rule system: the *Overview*, the *Game Rules*, and the *Almanac*.

If you've never played CATAN, first read the *Overview* at the beginning of this booklet. Then read the *Rules* (pages 1-3) and start playing right away. The rules contain all the basic information that you need to play the game. If you don't like reading rules, download the free CATAN – Explainer App from your app store.

If questions arise during play, please consult the *Almanac* for details. Keywords are marked with a “•” symbol to help you locate subjects and topics in the *Almanac* index.

A note about pronouns in our rules:

We use *they/them/their* as singular pronouns in our rules. However, in the rules examples, we assign *he*, *she*, and *they* to various player colors for the sake of brevity and clarity in the multiplayer situations we present.

Dear Settlers,

Welcome to the Island of Catan. You are about to explore this bountiful island in all its three-dimensional glory.

This is a special project for me; I sculpted the original terrain hex models myself by hand. The CATAN team wanted to offer fans who didn't have an opportunity to get the 10th Anniversary 3D edition a different, but compatible, modern 3D version.

I hope that you and your friends enjoy your adventures here. Have fun settling this uninhabited island together!

For more information about CATAN, visit catan.com

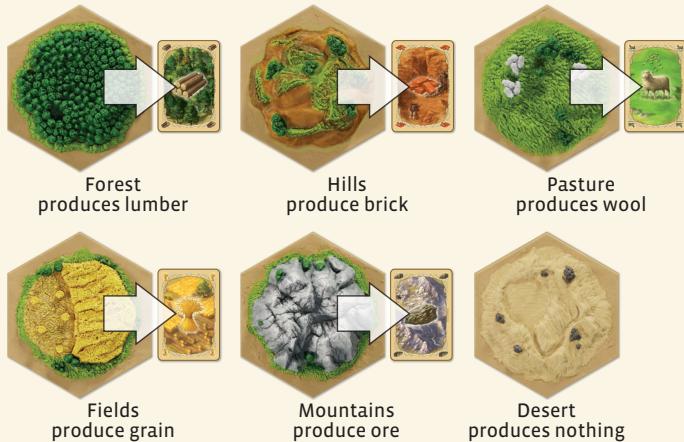
CATAN—OVERVIEW & CONTENTS

OVERVIEW

1 The island of Catan lies before you. The isle consists of 19 terrain hexes surrounded by ocean. Your goal is to settle on Catan, and expand your territory until it becomes 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 resource. (The desert produces nothing.) Each resource you receive is represented by a card.

Here's what each terrain produces:



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 acquire 10 victory points on their turn wins the game.

4 To gain more victory points, you must build new roads and settlements and upgrade your settlements to 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, you roll 2 dice to determine which terrain hexes produce resources. Each terrain hex is marked with a round number token. For example, if you roll a "10," all terrain hexes with a "10" number token produce resources. In the illustration on the right, those terrain hexes are a mountains hex (ore) and a hills hex (brick).

Starting Set-up for Beginners



CONTENTS

19 Terrain Hexes



Forest x4 Hills x3 Pasture x4 Fields x4 Mountains x3 Desert x1

6 Sea Frames



One-cove frame x3

Two-cove frame x3

9 Harbor Markers



Lumber x1

Brick x1

Wool x1

Grain x1

Ore x1

3:1 x4

18 Number Tokens



95 Resource Cards (19 of each type)

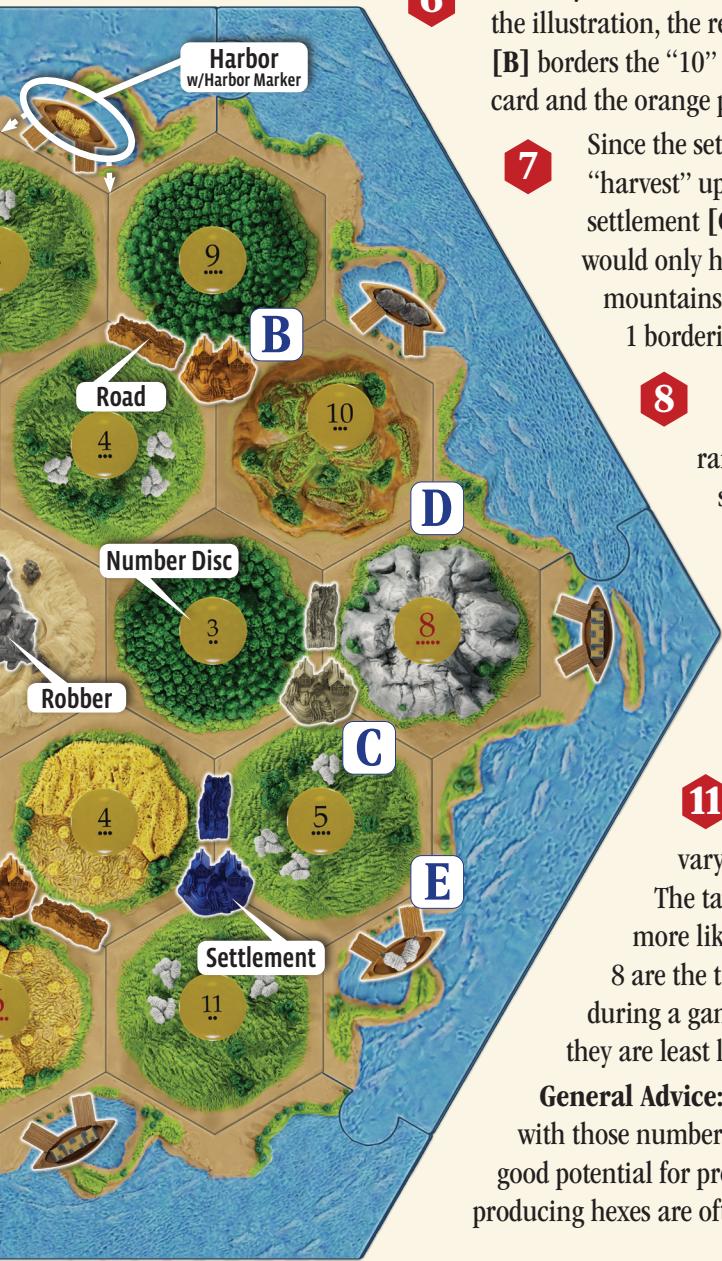


25 Development Cards



Card Back

Victory Point Cards x1 of each (5)



6 You only collect resources if you own a settlement or city bordering these terrain hexes. In the illustration, the red settlement [A] borders the “10” mountains, and orange settlement [B] borders the “10” hills. Whenever any player rolls a “10,” the red player receives 1 ore card and the orange player receives 1 brick card.

7 Since the settlements and cities usually border on 2-3 terrain types, they can “harvest” up to 3 different resources based on the dice roll. Here, the white settlement [C] borders on forest, mountains, and pasture. A settlement at [D] would only harvest the production from 2 bordering terrain hexes (hills and mountains). Finally, a settlement at [E] would only harvest the production from 1 bordering terrain hex (pasture). However, [E] is also at a wool harbor.

8 Since it’s impossible for you to have settlements bordering all terrain hexes and number tokens, you may receive certain resources only at rare intervals—or never. This is a challenge, because building requires specific resource combinations.

9 For this reason, you can trade with other players. Make them an offer! A successful trade might yield you a big build!

10 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.

11 Carefully consider where you build settlements. The values on the number tokens are depicted in varying sizes. They also have dots (pips) below the numbers. The taller the depicted number, and the more pips it has, the more likely that number is to be rolled. For example: The red numbers 6 and 8 are the tallest numbers with the most pips; they are most likely to be rolled during a game. The 2 and the 12 are the shortest numbers with the fewest pips; they are least likely to be rolled during a game.



General Advice: 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 (*i.e.*, 6 and 8 vs. 2 and 12). However, these same high-producing hexes are often the primary target for the robber.

4 Building Costs Cards



Grain

Ore



2 Special Victory Point Cards



Longest Road

Largest Army

2 Card Trays



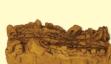
1 Almanac



4 Sets of Pieces in 4 Different Player Colors

Each set has:

15 Roads



5 Settlements



4 Cities



1 Robber Figure



2 Dice



Knight x14



Progress Cards x2 of each

CATAN—RULES

BUILD THE 3D GAME BOARD

The *CATAN – 3D Edition* game board consists of 4 types of pieces: sea frames, harbors, terrain hexes, and number tokens. The board is completely modular. Every time you play CATAN, the game is different.

1. The Sea Frame

Assemble this first. The sea frame consists of six frame pieces. It forms the coastline of Catan and holds the board together during play. Please note that there are two types of sea frames—*one-cove* frames and *two-cove* frames. Alternate the two types when you assemble the frame (e.g., *1-cove, 2-cove, 1-cove*, etc.) as depicted in the *Overview*.

2. The Harbors

Harbors^o are indicated by harbor markers. Place them onto the sea frame in each of the coves. Remember to place the ships so that their gangplanks point in the direction of the two harbor intersections as shown here.



Note: For a standard CATAN set-up, place the harbors in the specific coves shown in *Overview*.

3. The Terrain Hexes

Create the island of Catan by placing the 19 terrain hexes inside the sea frame. If you are new to *CATAN*, use the *Starting Set-up for Beginners* (see below). If you are an experienced player, you can place them randomly (see *Starting Set-up for Experienced Players*).

4. The Number Tokens

For your first CATAN game, place the number tokens on the terrain hexes as shown in the *Overview*. If you are an experienced player, use the method described in the *Almanac*.

SETTING UP THE GAME

Starting Set-up for Beginners

For your first few games of CATAN, we recommend that you use this starting set-up for beginners^o. This set-up is well-balanced for all players.

Build the Board

Use the *Overview* as your guide.

First, assemble the sea frame and add the harbors. Next, add the terrain hexes and place the number tokens on top of them. Finally, put the robber figure on the desert. Your island should now look exactly like the one in the *Overview*.

Select Your Playing Pieces

Choose a color and take your 5 settlements^o, 4 cities^o, and 15 roads^o. Place your 2 settlements and your 2 roads on the game board as shown in the *Overview*. Place your remaining settlements, roads, and cities down in front of you. Finally, take your **building costs** card and place it in front of you.

Note: If you are playing a 3-player game, nobody plays the red position indicated on the *Overview map* (place no pieces).

Prepare the Shared Components

Place the **Longest Road** and **Largest Army** special victory point cards beside the game board, along with the 2 dice. Place the **robber** on the desert.



Sort the **resource cards** into 5 stacks and put them face up in the card trays next to the game board. Shuffle the **development cards** and place them face down in the **card trays**.



Take Your Starting Resources

For the beginner game, you receive starting resources^o corresponding to each terrain hex around your starting settlement (marked with a white star \star on the *Overview*). Take 1 of each corresponding resource card from the supply.

Example: Blue receives 1 brick card, 1 lumber card, and 1 ore card for his settlement marked with a star \star on the *Overview*.

Keep your resource cards in your hand, hidden from the other players.



Starting Set-up for Experienced Players

It is more fun to play with a variable game board. With the game board laid out randomly, CATAN is always different. If you would like to use the variable set-up, you can find the guidelines in the *Almanac* under *Set-up, Variable Board*^o. Also look for useful tips under *Set-up Phase*^o and *Tactics*^o.

TURN OVERVIEW

Unless you're using the *Starting Set-up for Experienced Players*^o, the oldest player goes first. On your turn, you can do the following in the order listed:

1. **Resource Production**^o: Roll the dice for resource production. Each eligible player collects their resources.

- 2. Trade^o:** You may trade resource cards with other players and/or use *maritime trade*^o.
- 3. Build^o:** You may build roads^o, settlements^o, or cities^o and/or buy development cards^o. You may also play 1 development card^o at any time during your turn (even before you roll the dice).

After you're done, pass the dice to the player to your left, who then takes their turn starting with step 1.

Note: In these Rules, when we say “*active player*” we are referring to “the person whose turn it is.”

Tip: For experienced players, we recommend combining the second and third steps. You can find more details in the Almanac under **Combined Trade/Build Phase**^o.

THE TURN IN DETAIL

1. Resource Production^o

Begin your turn by rolling both dice. The sum of the dice determines which terrain hexes produce resources.



Each player who has a settlement on an intersection^o that borders a terrain hex marked with the number rolled receives 1 resource card of the hex's type (2 resource cards if it's a city).

Example: If you roll an “8,” Red receives 2 ore for her two settlements and White receives 1 ore for theirs. If you roll a “10,” White receives 1 wool. If White’s settlement were a city, White would receive 2 wool on a “10” roll.



2. Trade^o

Next, you may trade freely (using either or both types of trades below) to gain needed resource cards:

a) Domestic Trade^o (Trade with players)

On your turn, 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. The other players can also make their own proposals and counteroffers.

Important: Players may only trade with the active player. The other players may not trade among themselves.

b) Maritime Trade^o (Trade with the supply)

You can also trade without the other players!

During your turn, you can always trade at 4:1 by putting 4 identical resource cards into the supply and taking any 1 resource card of your choice in return.

If you have a settlement or city on a harbor^o, you can trade with the supply more favorably: at either a 3:1 ratio or, in certain harbors, at 2:1 (trading the resource type shown at the harbor).

Examples:



4:1 Trade with the Supply



3:1 Trade at a 3:1 Harbor



2:1 Trade at a
2:1 Lumber Harbor

3. Build^o

Now you can build. Through building, you can increase your victory points^o, expand your road network, improve your resource production, and/or buy useful development cards. To build, you must pay specific combinations of resource cards (see the *Building Costs Cards*^o) to the supply. After paying, 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.

You cannot build more pieces than what is available in your supply—a maximum of 5 settlements, 4 cities, and 15 roads.

a) Road^o Requires: Lumber + Brick



You can only build a road on an empty path^o. A new road must always connect to 1 of your existing roads, settlements, or cities. You cannot build a road on an empty path that is immediately beyond an opponent’s settlement or city.

Example: Orange can build a new road on the paths marked in green, but not on the path marked in red.



The first player to build a continuous road (not counting branches) of at least 5 road segments receives the *Longest Road*^o special card. If another player succeeds in building an even longer road, they immediately take the special card and its 2 victory points.



Example: Red has the longest road. It is 6 segments long (the extra 2 segment branch does not add to the total). Orange’s road is now divided into 2 parts by Red’s settlement (one is 2 segments long, the other is 5 segments long).

b) Settlement^o Requires: Lumber + Brick + Wool + Grain



You must build your settlements on an intersection^o that is adjacent to one of your roads. Additionally, you must observe the “distance rule”^o.

Distance Rule: You may only build a settlement on an intersection if all 3 of the adjacent intersections are vacant (i.e., NOT occupied by any settlements or cities—even your own).

Each of your **settlements** is worth **1 victory point** to you.



Example: Orange may build a settlement on the intersection marked in green, but not on the ones marked in red—due to either the distance rule or not being adjacent to one of his roads.

c) City^o Requires: 2 Grain + 3 Ore



You may only build a city by upgrading one of your settlements. When you do, return your settlement piece to your supply and place a city piece where the settlement was.

Cities produce twice as many resources as settlements. You gain 2 resource cards when an adjacent terrain hex produces resources.

Each of your **cities** is worth **2 victory points** to you.

d) Development Card^o Requires: Wool + Grain + Ore



When you buy a development card, draw the top card from the deck. There are 3 different kinds of development cards:



Knight^o, **Progress^o**, and **Victory Point^o** cards. Each has a different effect (see 4. b, below).

Development cards never go back into the supply, and you cannot buy development cards if the supply is empty.

Keep development cards hidden in your hand until you use them.

4. Special Cases

a) Rolling a “7” and Activating the Robber^o

If you roll a “7,” no one receives any resources.

Instead, every player who has more than 7 resource cards must select half (rounded down) of their resource cards and return them to the supply.

Then proceed as follows:

1) Immediately move the robber^o from its current location to the number token of any other terrain hex (even the desert^o hex).

2) Then you steal 1 random resource card from any one opponent who has a settlement or city adjacent to that terrain hex. The player who is robbed holds their resource cards facedown. You then take 1 card at random. If the hex is adjacent to 2 or more players’ settlements or cities, you choose which player you want to steal from.

Important: If you roll a production number for the hex containing the robber, the owners of adjacent settlements and cities **do not receive resources**. The robber prevents it.

b) Playing Development Cards^o

At any time during your turn, you may play 1 development card (put it face up on the table). That card, however, may not be a card you bought during the same turn (except for a victory point card, as described below).

Knight Cards^o (Purple Frame)

If you play a knight card, you must immediately move the robber as you would if you rolled a “7” (i.e., follow number 4. a, above).



Place your knight cards face up in front of you when you play them. If you are the first player to have 3 knight cards in front of you, take the Largest Army card. It is worth 2 victory points.

If another player plays more knight cards, they immediately take the Largest Army card and its 2 victory points.

Progress Cards^o (Green Frame)

If you play a progress card, follow its instructions. The card is then removed from the game.



Victory Point Cards^o (Orange Frame)

You must keep victory point cards hidden. 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 if someone else wins. You may play any number of victory point cards during your winning turn, even during the turn you purchase them.



END OF THE GAME^o

If you have **10 or more victory points at any point during your turn**, the game ends and you are the winner! If you reach 10 points when it is not your turn, the game continues until any player (including you) has 10 points on their turn.



Victory Point Icon