



# CATAN

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## JUNIOR RULES

*"Land ho!" screeches Coco the parrot. He is on the lookout, circling high above your ships. In front of you lie the islands of Catan: many small islands with lush forests, golden yellow sugar cane fields, and volcanic cliffs studded with mysterious caves—an ideal home for adventurous pirates! You immediately build your first pirates' lairs and your first ship, and since the islands are filled with goods and treasures, you soon are able to build more ships and pirates' lairs.*

*As you explore the group of islands further, you discover a towering isle laden with fabulous gold treasures. And while everyone is busy trying to be the first to build a pirates' lair on the gold island, Coco comes back from a reconnaissance flight. Agitated, he screeches, "Ghost Captain! Ghost Captain!"*

*What terrified Coco was the gloomy fortress on Spooky Island, built on a lonely rock surrounded by treacherous waters. Soon the Ghost Captain will notice that he is no longer the sole ruler of the islands of Catan. Then he will try to prevent you from advancing further, wherever he can. But who knows, if the Ghost Captain bothers you too much, maybe Coco, your loyal parrot, will come to the rescue...*





# CATAN JUNIOR RULES

## GETTING READY TO PLAY

*Before you play your first game, carefully detach all parts from the die-cut cardboard sheets.*

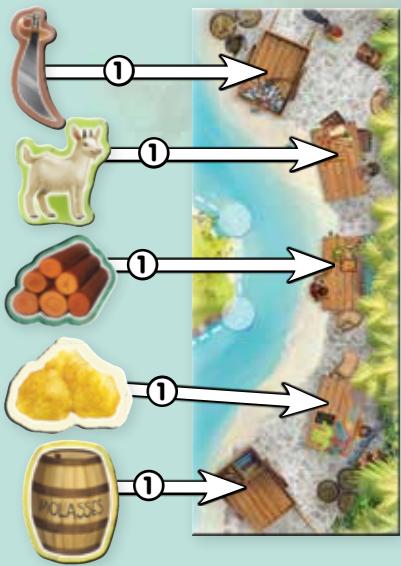
**The Board** – Place the board at the center of the table.

*In a 3-player or 4-player game, use the side with four turtle isles in the upper-right corner of the water (circled in red on the right). In a 2-player game, use the side with only 2 turtle isles.*



**Resource Tiles** – Sort the resource tiles by the five types—cutlasses, goats, wood, gold, and molasses—and place them in a stockpile next to the board.

**The Market** – Take one tile from each of the five resource tile piles and place these tiles on the five booths of the marketplace depicted at the right side of the board (one tile on each booth).



**Coco Tiles** – Thoroughly shuffle the “Coco Tiles” and place them in a stack next to the board, with Coco, the parrot, facing up.



**The Ghost Captain** – Place the Ghost Captain on Spooky Island.

**The Die** – Place the die next to the board.

**Your Pieces** – Each of you chooses a color. Take the 7 pirates’ lairs and the 8 ships of your color. In a 3-player game, the white game pieces are not used, so you put them back into the box.



Some circles on the game board are colored. These are your starting lair-sites. Place 1 of your pirates’ lairs on each of the 2 sites for pirates’ lairs of your chosen color. The sites for ships are marked with outlined, dotted lines. Place 1 of your ships on the line of your chosen color. Then place your remaining 5 pirates’ lairs and your 7 ships in front of you as your supply.

Each of you takes the building costs tile that matches your color and places it face up in front of yourself.

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Lastly, each of you receives a *wood* resource tile and a *molasses* resource tile from the stockpile. Place these resource tiles in front of you.



*You are now ready to begin your adventure!*



# CATAN JUNIOR RULES

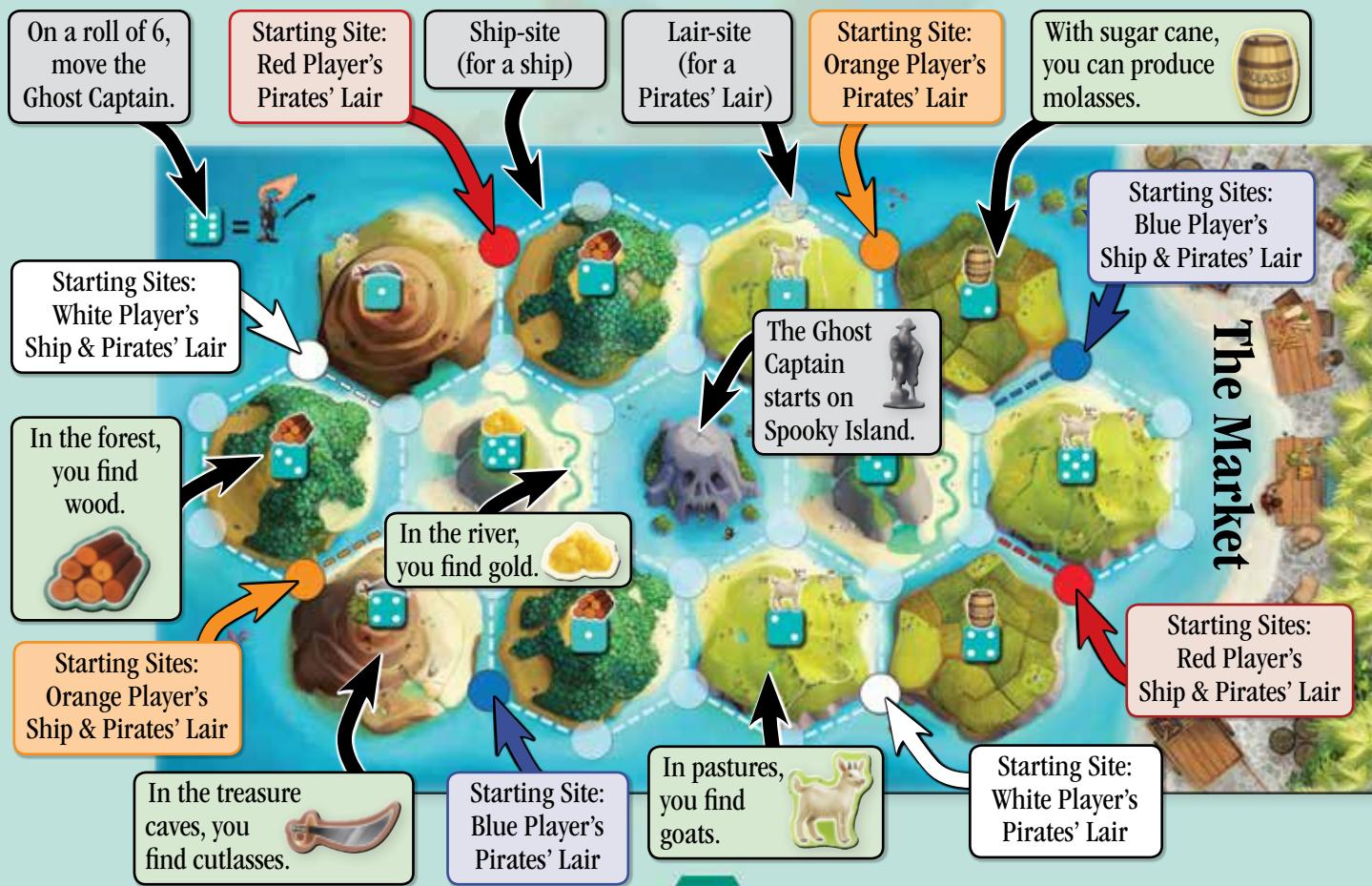
## WHAT IS IT ABOUT?

The goal of the game is to be the first player to build your 7 pirates' lairs. You can build a pirates' lair on any empty lair-site adjacent to one of your ships. You can build a ship on any empty ship-site adjacent to one of your pirates' lairs.

You need resources to build ships and pirates' lairs. These costs are shown on your building costs tile. You get resource tiles from the islands adjacent to your pirates' lairs.

Each turn the die is rolled. Each island displaying the number rolled produces a resource for each adjacent pirates' lair. For example, if a 4 is rolled, the treasure caves (lower left) would produce cutlasses, while the sugar cane (lower right) would produce molasses.

In a moment, we will explain how that works.



## TURN SEQUENCE

The youngest player starts the game and takes the first turn. Begin your turn by **rolling the dice**. Depending on what you roll, some players receive new resource tiles. After rolling, since it's your turn, you may **build** and **trade** in any desired order. When you are done building and trading, your turn is over. You pass the die to the player on your left, who takes a turn.

### Roll the Die

When it is your turn, you **roll the die**. Even though it is still your turn, other players may receive resource tiles. For each of his/her pirates' lairs adjacent to an island with the number rolled, that player receives 1 resource tile that matches the icon of that adjacent island.



# CATAN JUNIOR RULES

Because you rolled the die, you must give your fellow players any newly earned resources from the stockpile.

Look at the picture below. You are the white player and roll a “4”. You and the red player each have a pirates’ lair next to the sugar cane island with a “4”, so you each get a molasses tile. A treasure cave island is also marked with a “4”, so you must give the blue and the orange pirates 1 cutlass tile each.

**Note:** You receive 1 resource for each pirates’ lair you have next to an island that produces. *For example, if the orange player has 2 lairs next to the “4” cutlass islands and a “4” is rolled, the orange player gets 2 cutlasses.*



*“Did you notice? There’s no ‘6’ at all on the game board, because if a ‘6’ is rolled, something quite different happens ...”*

If you roll a “6”, no one receives resource tiles. Instead, you move the Ghost Captain onto any other island of your choice. Then, you take 2 resource tiles normally produced by that island from the stockpile. As long as the Ghost Captain is on an island, no one receives resource tiles for their pirates’ lairs adjacent to that island when the island’s number is rolled.



*“So, if you roll a ‘6’, no resource tiles are distributed. Instead, you move the Ghost Captain onto another island. You also take two resource tiles produced by that island from the stockpile. Of course, the best thing you can do in this instance is to place the Ghost Captain on an island where only your opponents have built their pirates’ lairs. Or, where you can take resources that you can immediately use to build something.”*

## Build

On your turn, you can use resources to buy Coco tiles and to build pirates’ lairs and ships. You may build/buy as long as you have the required resources.

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✗ A **pirates’ lair** costs 1 cutlass, 1 molasses, 1 goat, & 1 wood.

✗ A **ship** costs 1 goat & 1 wood.

✗ A **Coco tile** costs 1 cutlass, 1 molasses, & 1 gold.

Whenever you want to build something, check your building costs tile to remind yourself what you can do with your resources. Whenever you build something, put the resources you spend into the stockpile.

## Pirates’ Lair

You may build a pirates’ lair on an empty lair-site, but only if one of your ships is adjacent to it.

## Ship

You may build a ship on any empty ship-site, but only if it is adjacent to one of your own pirates’ lairs.



*“You must always build in an alternating fashion. Either a pirates’ lair and then a ship, or a ship and then a pirates’ lair. So, you may not build past another player’s pirates’ lair or ship, and you may not share a lair-site or ship-site with another player.”*

The orange player may not build a pirates’ lair here—he/she has no adjacent ship.



The orange player may not build a ship here—he/she has no adjacent pirates’ lair.

The orange player may build a ship here.

The orange player may build a pirates’ lair here.



# CATAN JUNIOR RULES

## Buy Coco Tiles

When you buy a Coco tile, the parrot helps you immediately. Turn the tile face up and take the action that is shown.



Back of a Coco tile



Move the Ghost Captain  
as if you had rolled a '6'



Build a pirates' lair  
or a ship for free



Receive these 4 resources  
from the stockpile

Place your used tiles in front of you, Coco side up. Used tiles are used to keep track of how many Coco tiles you have bought.



*"The Coco tiles can be very useful. You can receive resource tiles, a ship, or a pirates' lair as a gift. You can also get the chance to move the Ghost Captain."*

## A Pirates' Lair In the Castle

If you ever have the most Coco tiles in front of you, place one of your unused pirates' lairs on Spooky Island.

If you are the first player to buy a Coco tile, you have the most tiles...for now.

If any other player has the same number of Coco tiles as you have, you must remove your pirate's lair from Spooky Island.

When the tie is broken, and once again a single player has the most Coco tiles, that player places a pirates' lair on Spooky Island.

## Trade

While you may not always have the resources you need to build on your turn, you have the chance to trade with the marketplace or with the stockpile. You may only trade on your turn.

### Marketplace

If you decide to trade with the marketplace, you can take any one of the resources from the booths. In return, you must place one of your own resources back on that booth. That way, there are always 5 resource tiles in the marketplace.

You can trade with the marketplace only once during your turn. If you want to trade some more, you may trade with the stockpile (see "Trade with the Stockpile" on page 6).



*"As soon as 5 tiles of the same type are in the marketplace, the tiles are removed from the marketplace and returned to the stockpile. Now place 1 of each resource on the marketplace booths, just like at the beginning of the game."*



Marketplace:  
5 tiles of the  
same type.

→ Remove all tiles.

→ Marketplace:  
one of each tile.



# CATAN JUNIOR RULES

## Trade with the Stockpile

Another option you have is to trade directly with the stockpile of resources. Take any one resource tile from the stockpile, but in exchange, you must replace it with **two** of your resource tiles. Your two tiles must be a matched pair. You may trade with the stockpile as many times as you wish or are able.



*"For example, you may place 2 goat tiles into the stockpile and take 1 wood tile from the stockpile in exchange."*

## An Optional Rule For Advanced Players: Trading with Your Opponents

Do not use the marketplace. Instead, the players may trade resource tiles among themselves.

If it is your turn, you may trade resource tiles with the other players. Let's assume you want to build a ship, for which you need 1 wood tile and 1 goat tile. You already have 1 goat tile, but unfortunately you don't have a wood tile. However, you have a cutlass tile you don't need at the moment. Now you can ask the other players whether someone wants to trade a wood tile for a cutlass tile. If someone wants your trade, swap the two tiles.

All trades must be 1 resource for 1 resource, but you can do this as many times as you like on your turn.



*"It's important, though, that trading is only allowed with the player whose turn it is. Players who are not taking their turns may not trade with each other."*

You have purchased a game of the highest quality. However, if you find any components missing, please use our customer support portal (hosted by Asmodeé NA) at: <https://asmodee.us/en/support/> to obtain replacement pieces.

For all other inquiries, contact us at: [info@catanstudio.com](mailto:info@catanstudio.com)

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**CATAN**

## END OF THE GAME

As soon as a player builds all 7 pirates' lairs (of course, a pirates' lair on Spooky Island also counts!), the game immediately ends and that player wins.

## CREDITS

**Design:** Klaus Teuber

**Development:** Benjamin Teuber, Guido Teuber

**Art:** Patricia Raubo

**Graphic Design:** Pete Fenlon, Morgan Dontanville

**Translation:** Gavin Allister

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**Playtesting:** Olivia Johnston, Niall Doherty-Magin, Siobhán Doherty-Magin, Ron Magin, Al Roireau, Cooper Roireau, Rossdorf playtest group.

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## Coco Tiles for Easy Reference



Move the Ghost Captain as if you had rolled a '6'



Build a pirates' lair or a ship for free



Receive these 4 resources from the stockpile

# CATAN

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## JUNIOR

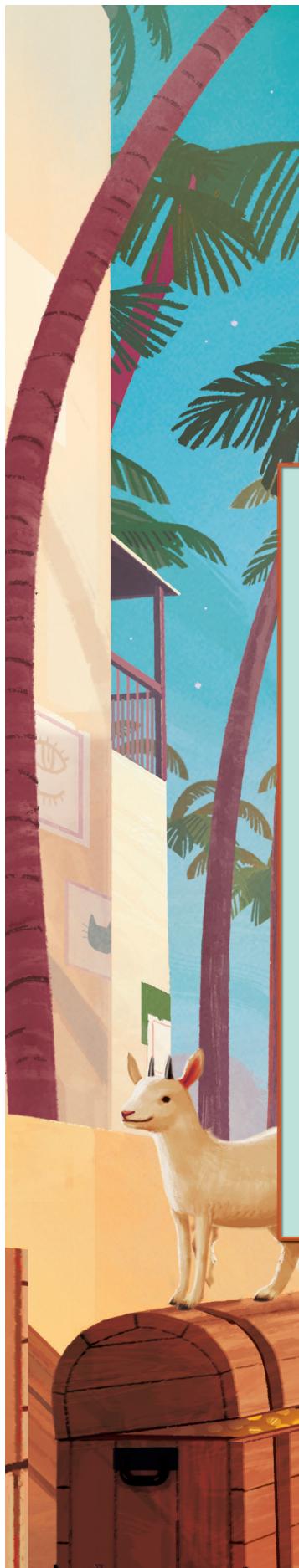
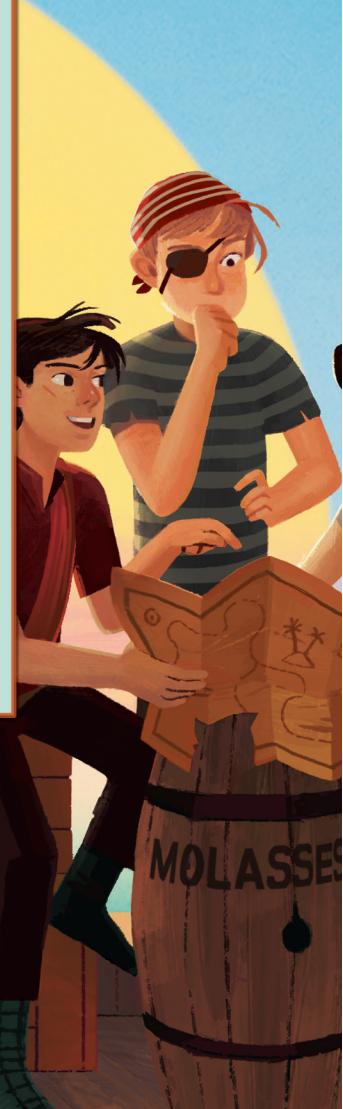
### RULES



*"Land ho!" screeches Coco the parrot. He is on the lookout, circling high above your ships. In front of you lie the islands of Catan: many small islands with lush forests, golden yellow sugar cane fields, and volcanic cliffs studded with mysterious caves—an ideal home for adventurous pirates! You immediately build your first pirates' lairs and your first ship, and since the islands are filled with goods and treasures, you soon are able to build more ships and pirates' lairs.*

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# CATAN JUNIOR RULES

## GETTING READY TO PLAY

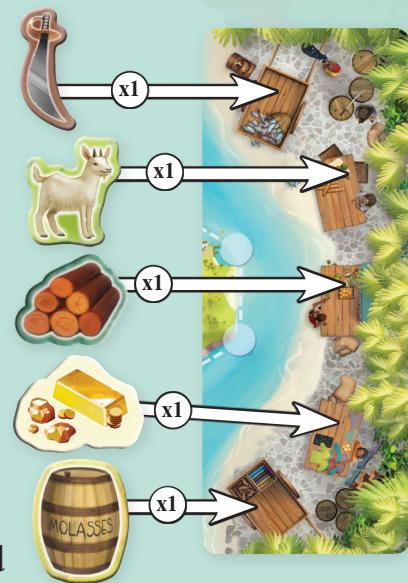
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*In a 3-player or 4-player game, use the side with four turtle isles in the upper-right corner of the water (circled in red on the right). In a 2-player game, use the side with only 2 turtle isles.*



**Resource Tiles** – Sort the resource tiles by the five types—cutlasses, goats, wood, gold, and molasses—and place them in a stockpile next to the board.



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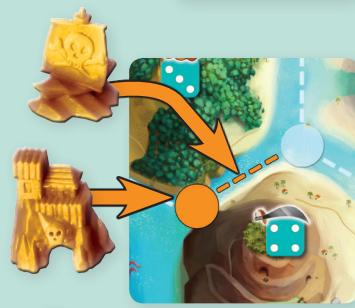
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Take the 7 pirates' lairs and the 8 ships of your color. In a 3-player game, the white game pieces are not used, so you put them back into the box.



Some circles on the game board are colored. These are your starting lair-sites. Place 1 of your pirates' lairs on each of the 2 lair-sites of your chosen color. The sites for your starting ships are beside your starting lairs. They are marked with dotted lines in your chosen color. Place 1 of your ships on each of your 2 ship-sites. Then place your remaining 5 pirates' lairs and your 6 ships in front of you as your supply.



Each of you takes the building costs tile that matches your color and places it face up in front of you.

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Lastly, each of you receives **one wood** resource tile and **one molasses** resource tile from the stockpile. Place these resource tiles in front of you.



*You are now ready to begin your adventure!*



# CATAN JUNIOR RULES

# WHAT IS IT ABOUT?

The goal of the game is to **be the first player to build your 7 pirates' lairs**. You can build a pirates' lair on any empty lair-site adjacent to one of your ships. You can build a ship on any empty ship-site adjacent to one of your pirates' lairs.

You need resources to build ships and pirates' lairs. These costs are shown on your building costs tile. You get resource tiles from the islands adjacent to your pirates' lairs.

Each turn the die is rolled. Each island displaying the number rolled produces a resource for each adjacent pirates' lair. For example, if a 4 is rolled, the treasure caves (lower left) would produce cutlasses, while the sugar cane (lower right) would produce molasses.

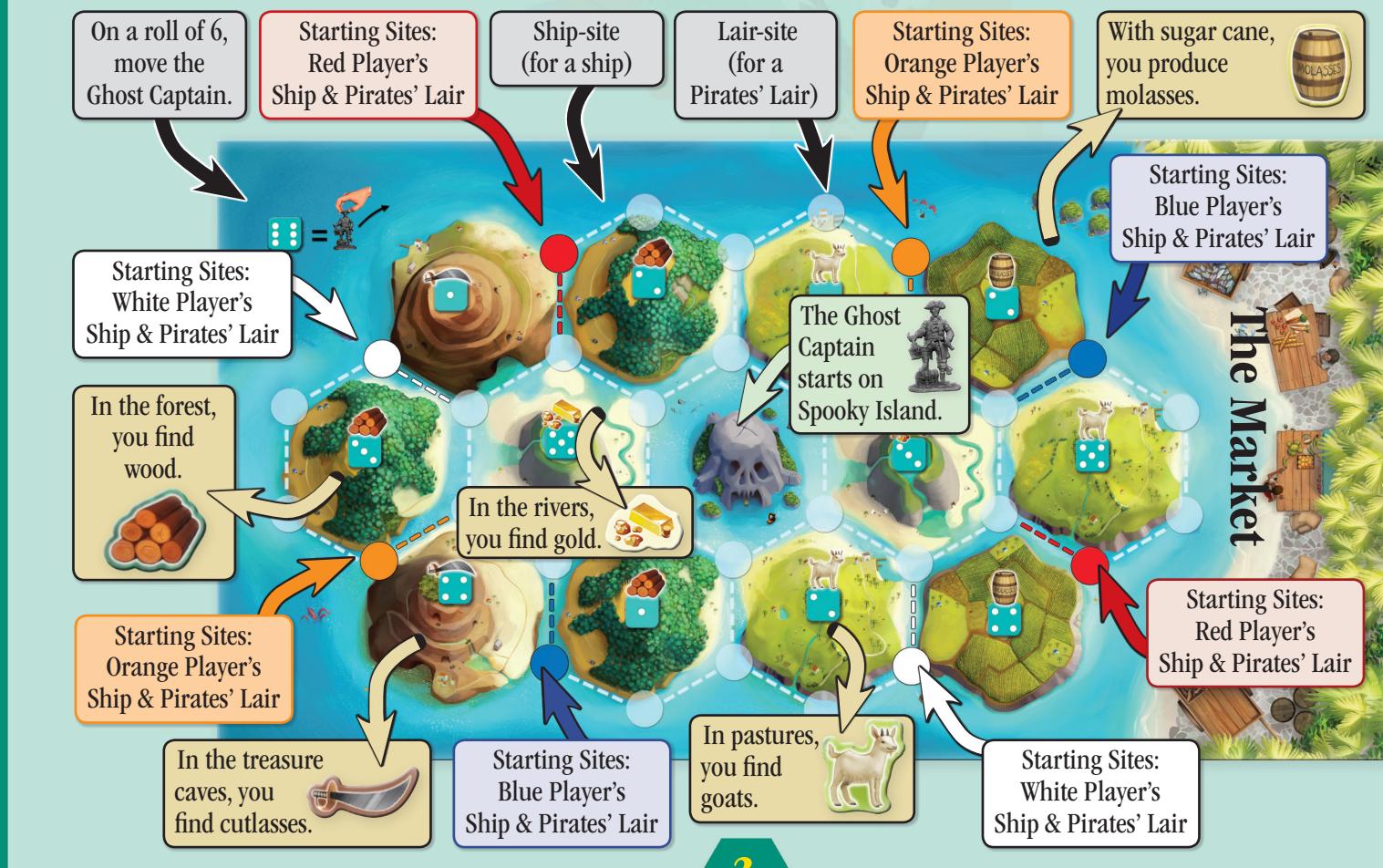
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# TURN SEQUENCE

The youngest player starts the game and takes the first turn. Begin your turn by ***rolling the dice***. Depending on what you roll, some players receive new resource tiles. After rolling, since it's your turn, you may ***build, buy*** and ***trade*** in any order. When you are done building, buying and trading, your turn is over. Pass the die to the player on your left, who takes a turn.

# Roll the Die

When it is your turn, you **roll the die**. The result of your die roll applies not only to you but to all players. Even though it is still your turn, **other players may receive resource tiles**. For each of his/her pirates' lairs adjacent to an island with the number rolled, that player receives 1 resource tile that matches the icon of that adjacent island.





# CATAN JUNIOR RULES

Because you rolled the die, you must give your fellow players any newly earned resources from the stockpile.

**Look at the example below.** You are the white player and you roll a “4”. You and the red player each have a pirates’ lair next to the sugar cane island with a “4”, so you each get a molasses tile. A treasure cave island is also marked with a “4”, so you must give Blue 1 cutlass tile and Orange 2 cutlasses.

**Note:** You receive 1 resource for **each** pirates’ lair you have next to an island that produces. *In the example below, because the orange player has 2 lairs next to the “4” cutlass islands, when a “4” is rolled, Orange gets 2 cutlasses.*



*“Did you notice? There’s no ‘6’ at all on the game board, because if a ‘6’ is rolled, something quite different happens ...”*

If you roll a “6”, no one receives resource tiles. Instead, you **move the Ghost Captain** onto any other island of your choice. Then, you **take 2 resource tiles produced by that island** from the stockpile. As long as the Ghost Captain is on an island, no one receives resource tiles for their pirates’ lairs adjacent to that island when the island’s number is rolled.



*“So, if you roll a ‘6’, the best things to do are: place the Ghost Captain on an island where only your opponents have lairs. Or, on an island where you can take resources that you can immediately use to build something.”*

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## Build

On your turn, you can use resources to buy Coco tiles and to build pirates’ lairs and ships. You may build/buy as long as you have the required resources.

- ✗ A **pirates’ lair** costs 1 cutlass, 1 molasses, 1 goat, & 1 wood.
- ✗ A **ship** costs 1 goat & 1 wood.
- ✗ A **Coco tile** costs 1 cutlass, 1 molasses, & 1 gold.

Whenever you want to build something, check your building costs tile to remind yourself what you can do with your resources. Whenever you build something, put the resources you spend into the stockpile.

### Example of proper builds:



### Pirates’ Lair

You may build a pirates’ lair on an empty lair-site, but only if one of your ships is adjacent to it.

### Ship

You may build a ship on any empty ship-site, but only if it is adjacent to one of your own pirates’ lairs.

*“You must always build in an alternating fashion. Either a pirates’ lair and then a ship, or a ship and then a pirates’ lair. Also, you may not build past another player’s pirates’ lair or ship, and you may not share a lair-site or ship-site with another player.”*

### Examples of improper builds:



You must build a ship here first!

You must build a lair here first!

You can’t build a lair on a ship-site!

You can’t build a ship on a lair-site!



# CATAN JUNIOR RULES

## Buy Coco Tiles

When you buy a Coco tile, the parrot helps you. Turn the tile face up and immediately take the action that is shown.



Back of a Coco tile



Immediately move the Ghost Captain to a new island as if you had rolled a '6'



Immediately build a pirates' lair or a ship for free



Immediately receive the 4 resources shown from the stockpile



Place your used tiles in front of you, Coco side up. Used tiles are used to keep track of how many Coco tiles you have bought.



*"My tiles are very useful. You can receive resource tiles, a ship, or a pirates' lair as a gift. You can also get the chance to move the Ghost Captain."*

*"But watch out! If my stack of tiles is empty, I can't help you any more."*

## A Pirates' Lair on Spooky Island

If you ever have the most Coco tiles in front of you, place one of your unused pirates' lairs on Spooky Island.

If you are the first player to buy a Coco tile, you have the most tiles...for now.

If any other player has the same number of Coco tiles as you have, you must remove your pirate's lair from Spooky Island.

When the tie is broken, and once again a single player has the most Coco tiles, that player places a pirates' lair on Spooky Island.

## Trade

While you may not always have the resources you need to build on your turn, you have the chance to trade with the marketplace or with the stockpile. You may only trade on your turn.

### Trade with the Marketplace

If you decide to trade with the marketplace, you can take any one of the resources from the booths. In return, you must place one of your own resources back on that booth. That way, there are always 5 resource tiles in the marketplace.

You can trade with the marketplace only once during your turn. If you want to trade some more, you may trade with the stockpile (see "Trade with the Stockpile" on page 6).



*"As soon as 5 tiles of the same type are in the marketplace, the tiles are removed from the marketplace and returned to the stockpile. Now place 1 of each resource on the marketplace booths, just like at the beginning of the game."*



Marketplace:  
5 tiles of the  
same type.

→ Remove all tiles.

Marketplace:  
Refill with  
1 of each tile.



# CATAN JUNIOR RULES

## Trade with the Stockpile

Another option you have is to trade directly with the stockpile of resources. Take any one resource tile from the stockpile, but in exchange, you must replace it with **two** of your resource tiles. Your two tiles must be a matched pair. You may trade with the stockpile as many times as you wish or are able.



*"For example, you may place 2 goat tiles into the stockpile and take 1 wood tile from the stockpile in exchange."*

## An Optional Rule For Advanced Players: Trading with Your Opponents

Instead of using the marketplace, trade resource tiles directly with other players.

If it is your turn, you may trade resource tiles with the other players. Let's assume you want to build a ship, for which you need 1 wood tile and 1 goat tile. You already have 1 goat tile, but unfortunately you don't have a wood tile. However, you have a cutlass tile you don't need at the moment. Now you can ask the other players whether someone wants to trade a wood tile for a cutlass tile. If someone wants your trade, swap the two tiles.

All trades must be 1 resource for 1 resource, but you can do this as many times as you like on your turn.



*"It's important, though, that trading is only allowed with the player whose turn it is. Players who are not taking their turns may not trade with each other."*

You have purchased a game of the highest quality. However, if you find any components missing or defective, please use our customer support portal (hosted by Asmodee North America) at:

<https://asmodee.us/en/support/>

For all other inquiries, contact us at:

[info@catanstudio.com](mailto:info@catanstudio.com)



## END OF THE GAME

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*"What, you have one last question? What happens if the supply runs out of 1 type of resource tile, you ask?"*

*"I have your answer! All players must return all of their tiles of that type to the stockpile. That type of tile will be available again on the next player's turn."*

## Coco Tile Effects for Easy Reference



Immediately move the Ghost Captain to a new island as if you had rolled a '6'

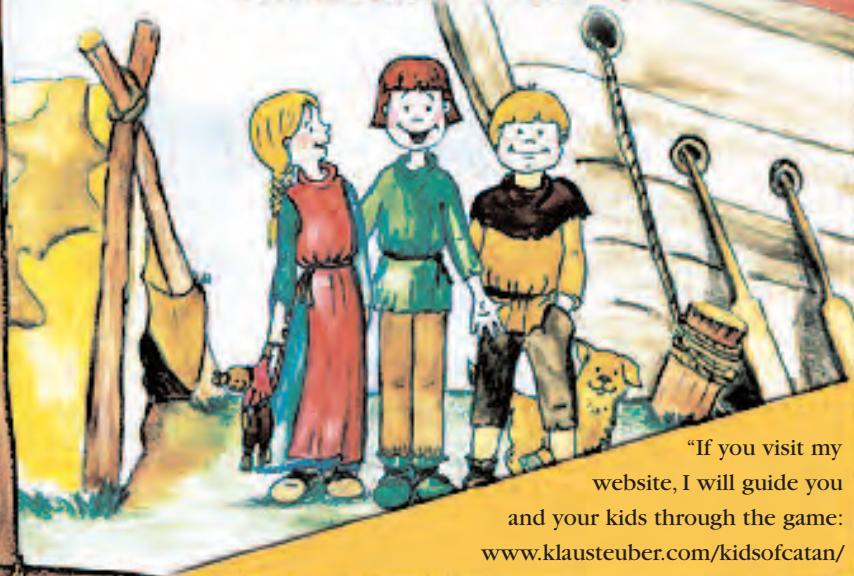


Immediately build a pirates' lair **or** a ship for free



Immediately receive the 4 resources shown from the stockpile

# THE KIDS OF CATAN™



"If you visit my website, I will guide you and your kids through the game:  
[www.klausteuber.com/kidsofcatan/](http://www.klausteuber.com/kidsofcatan/)

Hello, friends! I'm Billy! With me are my friends Jacob and Emily. We live on the island of Catan. We sailed here last spring. Before that we lived in another country, far away across the sea. But it was always cold there and we did not have enough to eat.

But Catan is beautiful. Here it is warmer and there are many animals in the forests. And sweet berries too—they taste so good!

Up till now we've lived in tents and huts, but that will soon change. Our parents are building real houses from wood and bricks for the winter, so we won't freeze.



Emily's father is a brick maker. He digs clay out of the ground. Then he forms the clay into bricks and fires them in a furnace. The heat turns the bricks dark red and rock-hard.

Jacob's father is really strong. Every day, he goes into the forest with other men and chops down enormous trees. They make beams of lumber from the tree trunks.

My father is a farmer. In the spring he plowed a field and sowed grain. The wheat is now ready and Dad has started the harvest.

We would love to help our parents build the houses, but our mothers said we are not old enough yet. Then my grandpa had a great idea. He built small carts for us kids.



Jacob immediately took one into the forest and loaded it with small branches. When he came back to the village square, everybody was pleased and congratulated him. Now we can use the branches to build fences for the cows.

Emily brings the best bricks from her father's workshop to the village square. She is a little sad because she can only fit one brick in her cart at a time. "It's all for the best," my grandpa comforts her. "Otherwise the cart would be too heavy for you."

I mostly enjoy helping my father. Today I brought a bunch of wheat stalks into the village. There they are threshed and the grain is ground into flour. My mother is very proud of me and she wants to bake me a cake tomorrow. Of course, I'll share it with Jacob and Emily!



It is really beautiful here and every day brings us a new exciting experience. It would be even more beautiful if Emily's big brother Erik left us in peace! He hides behind trees or shrubs until we pass with our carts. Then all of a sudden he jumps out and growls like a bear. He scares us so much we run away and leave our carts behind. When we return, the carts are usually empty. Erik calls it the Merry Robber Game. We don't think it's merry at all.

Our village grows each day. Yesterday the bakery was finished and tomorrow we'll be in our new houses. Now the grown-ups say that we are prepared for winter, whenever it comes. Of course, we kids are hoping it snows in Catan. My grandfather says he will make skids for our carts, so we can use them as sleds and race down the hills!

# GAME RULES

## The Buildings:



Houses



Church



Gate



Baker



Butcher



School



City Hall



Tower

## The Resources:



Wood



Grain



Brick



Pawns



Die



Well



Game Board & Turntable

Please carefully remove and discard the extra cardboard from the board spaces.

## Set Up

Place the game board in the box. Place the turntable on top of the board and the well through the holes in the center. The turntable shows a village. A path runs around the village.



On the path around the village there are four small carts. Carefully hook the four pawns into the openings in front of the carts. Each opening has a color that matches one of the four pawns. Since the openings are a little smaller than the bases of the pawns, the pawns must be inserted at an angle.



-  Place the resources (5 of each) in the spaces with the same color around the turntable. If only two or three players are playing, use only 4 of each resource and leave one green, one yellow, and one brown space open. Place the robber on the black space.
- 
- 

Now divide up the buildings. Going clockwise, each player takes one red-roofed building and keeps it in front of him. Continue choosing buildings until all the red-roofed buildings have been taken. With two players each player will have 6 buildings, with three players 4 buildings, and with four players 3 buildings.

Set the City Hall aside for now (it has a green roof).

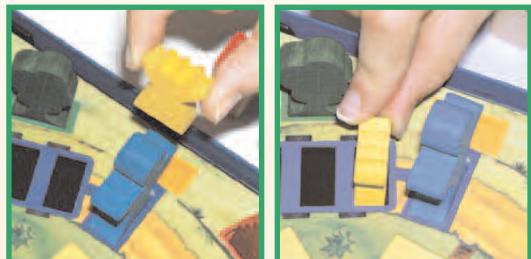


Each player selects a pawn and sits down in front of the side of the box with his color shown. Turn the turntable so that each pawn is next to a resource.

## Game Play

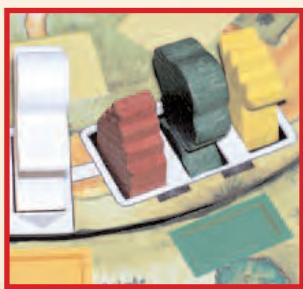
The youngest player goes first.

Each player rolls the die to start his turn. Then he carefully moves his pawn that many spaces forward. Since the pawns of the other players are attached to the turntable, they automatically move too.

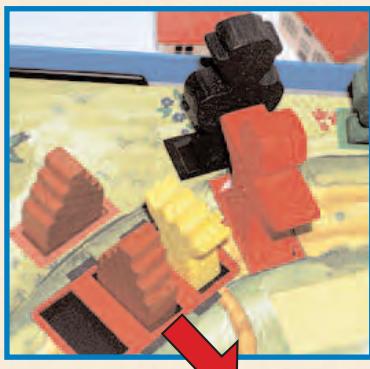
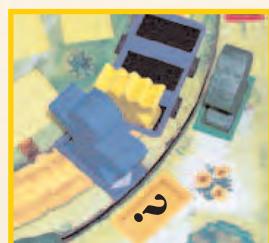


Now each player (not just the player who rolled the die) looks to see if his pawn is next to a resource. If it is, then he may put the resource in any empty space of his cart.

If there is no resource in the space beside a pawn, then that player gets nothing this turn.



*Note: You can carry only one of each resource in your cart. If the resource next to your pawn is already in the cart, then you may not take it. You cannot take a second wheat, for example.*



If a player's pawn ends up beside Erik (the black pawn), then that player loses one resource (if he has any). The player then removes the resource closest to the back of his cart (in this case brick) and places it on any empty space that matches the color of the resource Erik took (here a red space).

Once all players have picked up their new resource, if possible, then all the players may build one of their buildings. To build, you must have a wood, a grain, and a brick in your cart.



When you build, choose any one of your buildings and place it in an opening on the village square according to its size. Then you must remove the resources from your cart and put them back on any spaces with the matching colors. You get to choose which matching space to put each resource on.

After unloading the carts and placing the buildings, the next player clockwise takes the die and starts his turn.

## Winning the Game

Once you have built all of your buildings, you can try to build City Hall! You must load your wagon with a wood, a grain, and a brick one more time. Then you can build City Hall. The player that builds City Hall wins! If more than one player can build City Hall on the same turn, then they all win together!

## Free Play

You can also use the many buildings to make a completely different village without the game board. Perhaps you'll put the church in the middle and all the other buildings around it. Where do you want to live? Right beside the bakery or maybe on the edge of town, next to the green meadows? And if you like, you can haul the resources in your cart—from house to house—based on the number rolled. Or come up with your own rules! We're sure you have many more ideas!

**Game Design:** Klaus Teuber.

**English Development:** Guido Teuber, William Niebling, Robert Carty, and Pete Fenlon.

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