## 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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# KLAUS TEUBER
# CATAN
## COMPACT EDITION
# TRAVELER™

# 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**
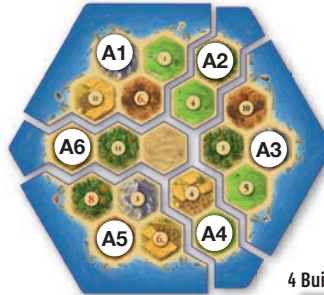
**95 Resource Cards**

**25 Development Cards**

**4 Building Cost Cards**  **2 Special Victory Point Cards**

Largest Army    Longest Road

**Game Piece Sets (in 4 colors)**
Each set has: 5 Settlements, 15 Roads, and 4 Cities

City    Settlement    Road

**14 Trade Cards**

*These are only used in the 2 player game.*

**1 Robber**    **1 Dice Shaker**

**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.

Map Tile Number

Road

Intersection

Robber

Settlement

Path

**Beginning Setup**

## 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*

## 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**
2 Victory Points!
This card goes to the player with the longest road of at least 5 segments. Another player who builds a longer road takes this card.

*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

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- 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!*

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- 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**
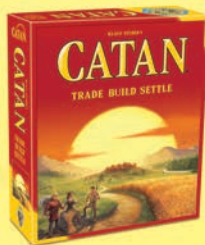
CATAN
Base Game

## 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 ☀:

1. You must move the robber ☀ to **another** hex (this can also be the desert hex).

2. 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.

3. 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 Victory Points!
This card goes to the first player to play 3 knight cards. Another player who plays more knight cards takes this card.

*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.).

### 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:

1. First, put all cards into the card holders.
2. Store each of the two card holders into separate drawers. Put the dice shaker into a third drawer.
3. 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.
4. 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.
5. To remove the game board pieces, begin at one of the depressions in the outer edge of the board frame.
6. 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.
7. Close the sliding side-latch until it snaps into place.

**Always & Everywhere: CATAN App for iOS and Android!**

# 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.
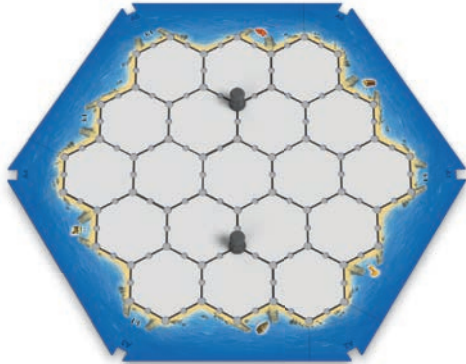
## RULES FOR 2-PLAYER CATAN

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 chose 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.*

## 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 at 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".*

## 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:

1. 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 discards 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).*
2. 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.
3. 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 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.*