

# CATAN

## LOGIC PUZZLE

### INSTRUCTIONS

"Land ho!"

After months at sea, the lookout sights your destination: the island of Catan. Even under cloudy skies, it radiates beauty and promise. Its high stone peaks, dense forests, and lush pastures attest to its famed natural bounty.

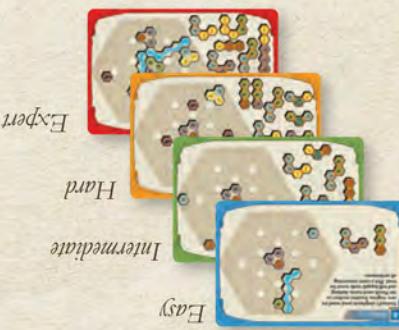
Tales of Catan all carry a hopeful message: with a little resourcefulness, anyone can prosper here. Dreaming of adventure, you've come to build a new life, hoping to find good use for your skills in planning and trade.

As you step onto the dock, the harbor master greets you with a warning: "Watch out for robbers! They are known to ambush caravans in these parts."

For a moment, your hope falters was coming here a mistake?

Then, the sky clears. Rays of sunlight spill from the clouds, setting vast fields of wheat ablaze in a wash of brilliant gold.

You smile, and your hope returns. Come what may, Catan will provide.



### Setup



To solve a puzzle, you must connect ALL Settlements and Cities pieces by using ALL Route and Knight's pieces shown on the Puzzle Card to see if your solution is correct.

### Solving a Puzzle

Puzzle Card to see if your check the back of the you have solved a puzzle, the Puzzle Card. Once Knight's pieces shown on the Route and Knight's pieces by using ALL Settlements and Cities pieces shown on the Puzzle Card to see if your solution is correct.

### Overview



- |                 |                     |
|-----------------|---------------------|
| 1 Storage Case  | with Game Board Lid |
| 10 Route Pieces | 10 Knight's Pieces  |
| 5 Robber Pieces | 5 Settler/Pieces    |
| 5 City Pieces   | 5 King's/Pieces     |
| 5 River Pieces  | 5 Settlement/Pieces |
| 2 Desert Pieces | 5 City/Pieces       |
| 1 Desert Piece  | 1 River Piece       |
|                 | 1 Desert Piece      |

### Components

## Starting Pieces

Starting pieces represent the terrain, settlements, and dangers in each puzzle. After Setup, starting pieces NEVER move.

### Settlements and Cities Pieces

The Settlements and Cities of Catan are where the island's settlers live, work, and trade from.

All Settlements and Cities pieces on the game board must be connected by Route pieces to successfully solve the puzzle.



Settlement Piece

### Robbers Pieces

Robbers hide in the wilderness, lying in wait to ambush trade caravans.



Robber Piece



You can never place Route pieces adjacent to a Robber piece. Only Knights pieces can be placed adjacent to a Robber piece (see Knights Pieces).

To complete a Trade Route, you must connect ALL Settlement and City pieces on the game board by placing all the Route pieces shown on the Puzzle Card.



Example: Settlements A, B, and City C are placed on the board in the positions shown. To solve the puzzle, a Trade Route piece must connect all the Settlements and Cities pieces.

### Route Pieces

Route pieces represent trades and exchanges made along routes between Settlements and Cities.

When placing a Route piece adjacent to another piece, the resource symbol(s) on that Route piece MUST match the resource symbol(s) on the piece it is placed alongside. You can never place a Route piece so that one of its resource symbols is adjacent to a different resource symbol.



Route Piece

### Deserts and Rivers Pieces

Arid Deserts and raging Rivers pose obstacles to building Trade Routes.

Deserts and Rivers pieces block sections of the game board, however, Route pieces may be placed adjacent to them.



Desert Piece



River Piece

## Building Trade Routes

Example: A Route piece may not be placed so its Grain resource is adjacent to Lumber.



### Knights Pieces

Knights travel alongside Trade Routes, protecting caravans from Robbers.

Knights pieces follow all the same rules as Route pieces, except for the following:

A Knight piece must ALWAYS be placed adjacent to a Robber piece; it cannot be placed elsewhere. Only the Knight symbol can be placed adjacent to the Robber, not the resource symbols.



Knight Piece

Example: A Knight piece is placed alongside a Robber piece.



Example: An Ore resource on a Knight piece may not be placed alongside a Robber piece.



When placing a Knight piece, you may choose which Robber piece to place it adjacent to. Up to three Knights pieces may be placed adjacent to a single Robber piece.