Important terms

|  |  |  |  |
| --- | --- | --- | --- |
| Hex | Produce | Color | Occurs in |
| Hills | Brick | Red orange brown | Catan |
| Forest | Lumber | Green with a little bit of brown | Catan |
| Mountains | Ore | Grey/gray | Catan |
| Fields | Grain | Yellow gold golden | Catan |
| Pasture | Wool | Light green, white | Catan |
| Gold field | Gold, gold nuggets, any resource | Water flowing through valley with green and grey/gray rock. Blue for water, brown for valley. | Seafarers |
| Lake/fishing ground | Fish | Blue water fish are grey/gray | Traders and Barbarians Fisherman of Catan |

Hexes that do not produce

|  |  |  |
| --- | --- | --- |
| Hex | Color | Occurs in |
| Desert | Brown tan | Catan |
| Sea/ocean | Blue | Seafarers of Catan, Explorers and Pirates |
| swamp | Brown | Legend of the Conquerors |

Hexes that serve a special purpose within the game and are unique

|  |  |  |
| --- | --- | --- |
| Hex | color | Occurs in |
| Oasis | Brown yellow tan sand | camels |
| Barbarian castle |  |  |
| Trade castle |  |  |
| Quarry |  |  |
| Glassworks |  |  |
| Rivers |  |  |
| Council of Catan |  | Explorers and Pirates |