**CATAN RULES**

**Dice: xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx**

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1. At the start of the game, players roll dice. The player with the highest roll chooses to place their settlement first or last.

\*In the event of a tie, roll until tie is broken.

1. If dice interact with anything other than the tabletop, player must re-roll (lands on top of/hits/touches any piece or falls on ground).
2. If no player receives a resource, re-roll.

**Roads: xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx**

1. Purchase a road that is not connecting two settlements(unused) back into hand.

\* Will need to buy again to re-place on board

**Trading: xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx**

1. If trade is in progress, players may not withhold their contribution to the trade after receiving benefit from another player.
2. Port usage may be traded (as vouchers).

\*Can be used during the turn that trade occurs.

\*Can be traded on to a third party.

\*No more than three vouchers created per turn.

1. Development cards may be traded.

\*Type of card cannot be revealed during trade. If revealed, the card is forfeited.

\*Cannot be traded if already played.

1. Players may trade future turns (turn token).

Player 1 gives token to player 2. Before the dice roll occurs for one of player 1’s turns, player 2 announces the use of token. Player 2 plays player 1’s turn for them.

\*Each player can only create one token per game.

\*Turn tokens may be traded with third parties.

Optional specifications

must be agreed upon during initial trade.

\*Trades may not be performed.

\*Time frame within which token must be used. EX: within x number of turns. EX: cannot be used \*xwhen player 1 is within x points of winning.

\*Action must be performed if possible.

**Robber: xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx\_\_\_\_\_**

1. Player must steal from an opponent.
2. Player may place robber on their own hex.

\*Can steal from any opponent.

1. Robber must be placed on a hex with at least one settlement/city.

Exception: AIR STRIKE or Thievery

**Acts of Kindness:xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx**

Acts of Kindness may not be used as commodities in trade agreements. The reward for an act of kindness is good will, which may influence future trades for mutual prosperity. The receiver of an act of kindness is under no obligation to the giver.

1. Players may gift cards to other players.

\*Development vouchers and turn tokens cannot be gifted.

1. Curtesy holds: Player may hold on to other players’ cards before the next roll to avoid robber card loss.

Occurs at the end of a player’s turn and before the next roll. That player may give x number of cards to any player, or any player may give x number of cards to them.

\* Players may betray trust.

**Development card bonanza…**

**War games**

Players may play up to three development cards per turn.

\*Exceptions: after an AIR STRIKE any number of development cards may be played during that turn. Six robbers may be played to become a Thief. A thief may play any number of development cards during that turn.

**Thievery**

If six robbers are played during one turn, player becomes a thief for that turn:

1. ~~Thief may disregard Robber rules listed above.~~
2. Thief may steal from any player (player does not need to be affected by a robber).
3. Thief may introduce two new robbers to the game and place them on the board.

Three robbers maximum. Future sevens will move all three robbers but will only steal once.

**AIR STRIKE**

Player may reveal six knights to enact an air strike. Revealed knights become a part of the player’s army. Player cannot use the steal or robber features of the revealed knights. Once initiated, the robber is placed on a desert.

1. Player may remove a single hex from the game.
2. Player may remove two settlements/cities from the board. Affected spots become graves. Removed pieces are trashed from the game.

\*Affected players may not rebuild on their own graves.

\*Any player of an air strike may build on graves which belong to others (roads must be built to reach graves before claiming).

\*Prohibited proximity building rules apply to graves.

\*Affected players may not buy back roads which connect their graves to other xxxxxsettlements/cities.

\*One air strike per turn

**Hail Mary?-**regain hex for only you. Some sort of air strike/thieve counter.

Dedicated to Rayna Bhattacharyya. May she rest in peace?