

# CATAN

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## USER MANUAL

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Game Interface @B2



# PROJECT OVERVIEW

## Game Development Platform



@Unity 2019.3.12

A creative hub for artists, designers, and programmers, the Unity core platform enables rapid editing and iteration in your development cycles, with real-time previews of your work. You can create 2D or 3D scenes, animations or cinematics directly in the Unity Editor.

Basic 2D UI pack: Fantasy Wooden GUI



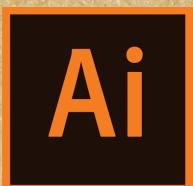
## 3D Design Platform - board game components & pieces



@Blender 2.82a

Blender is the free and open source 3D creation suite. It supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking, video editing and 2D animation pipeline.

## 2D Design Platform - cards & ports

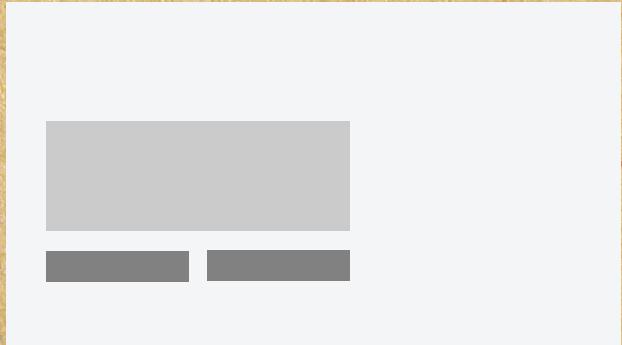


@Adobe Illustrator CC 2019

The industry-standard vector graphics software is used by millions of designers and artists to create everything from gorgeous web and mobile graphics to logos, icons, book illustrations, product packaging, and billboards.

# USER FLOW

O1 Welcome Page



O2 Register



O3 Login



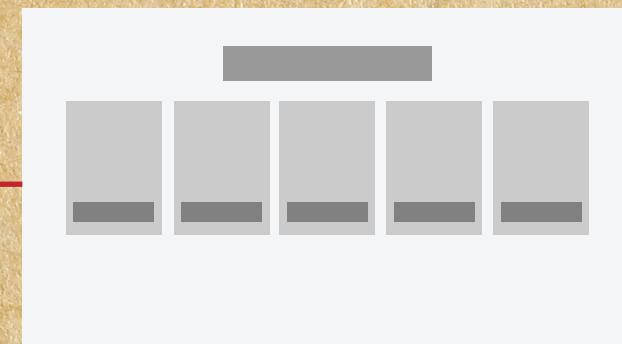
O4 Main Menu



O5 Settings



O6 Choose Extension



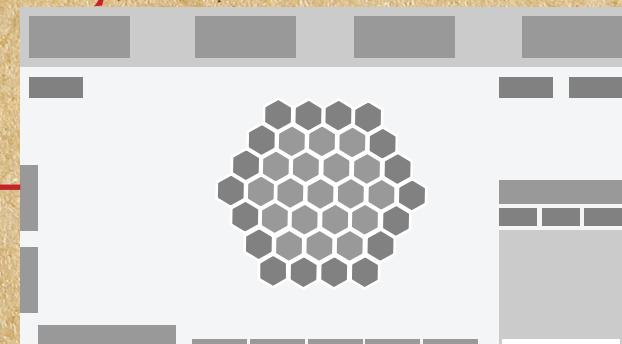
O7 Lobby



O8 Waiting Room



O9 Game Room



# GAME OVERVIEW

The island of Catan lies before you. The isle consists of 19 terrain tiles surrounded by ocean. Your goal is to settle on Catan, and expand your territory until it becomes the largest and most glorious in Catan.

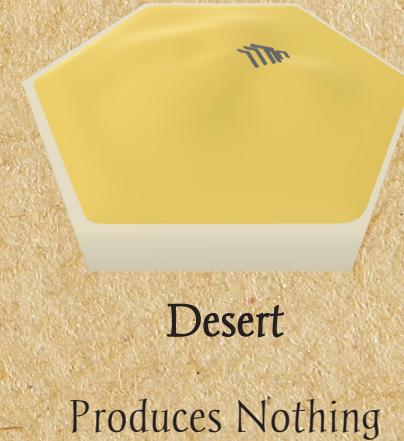
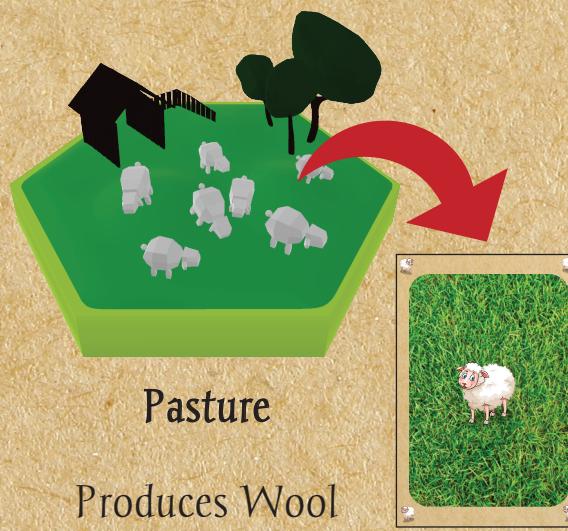
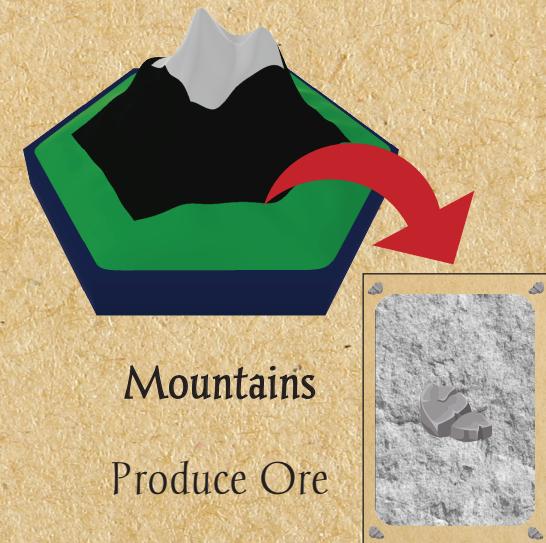
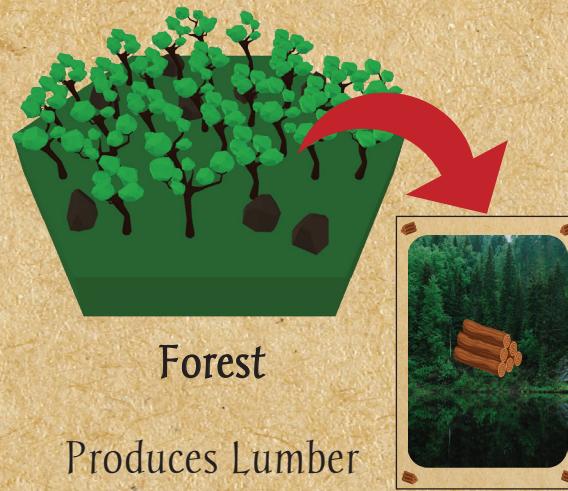
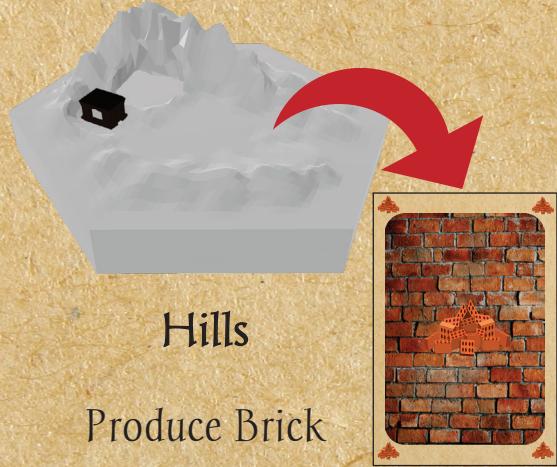
## Game Components:

- 19 terrain hexes (tiles)
- 6 sea frame pieces
- 9 harbor pieces
- 18 circular number tokens
- 95 resource cards (bearing the symbols for the brick, grain, lumber, ore, and wool resources)
- 25 development cards (14 knight cards, 6 progress cards, 5 victory point cards)
- 4 "Building Costs" cards
- 2 special cards: "Longest Road" & "Largest Army"
- 16 cities (4 of each color, shaped like churches)
- 20 settlements (5 of each color, shaped like houses)
- 60 roads (15 of each color, shaped like bars)
- 2 dice
- 1 robber



# GAME OVERVIEW

There are five productive terrain types and one desert on Catan. Each terrain type produces a different type of resource (The desert produces nothing). Each resource you receive is represented by a card. Here's what each terrain produces:



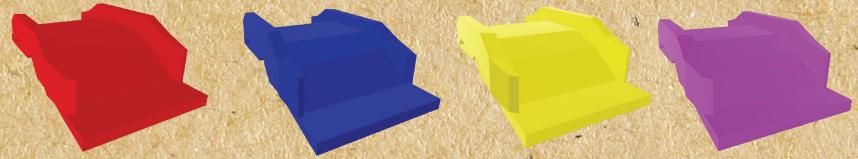
# GAME OVERVIEW

Through building, you can increase your victory points, expand your road network, improve your resource production, and/or buy useful development cards. To build, you must pay specific combinations of resource cards (see the Building Costs Card). Take the appropriate number of roads, settlements, and/or cities from your supply and place them on the game board.

You cannot build more pieces than what is available in your pool a maximum of 5 settlements, 4 cities, and 15 roads.

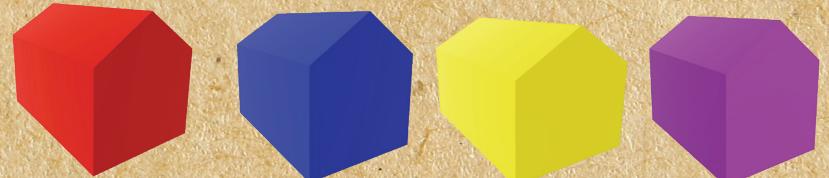
## Road Requires: Brick & Lumber

A new road must always connect to 1 of your existing roads, settlements, or cities. Only 1 road can be built on any given path. The first player to build a continuous road (not counting forks) of at least 5 road segments receives the special card “Longest Road”. 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). In this case, there is a 4 victory point swing!



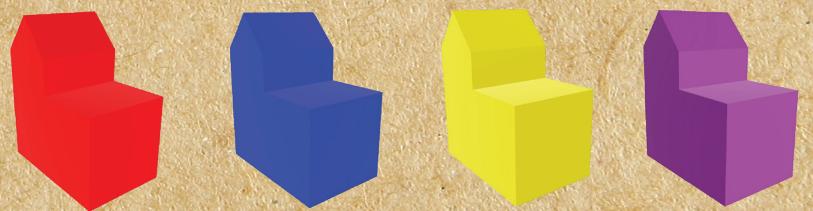
## Settlement Requires: Brick, Lumber, Wool, & Grain

Take special note of the “Distance Rule”: you may only build a settlement at an intersection if all 3 of the adjacent intersections are vacant (i.e., none are occupied by any settlements or cities even yours). Each of your settlements must connect to at least 1 of your own roads. Regardless of whose turn it is (i.e., during any production phase), when a terrain hex produces resources, you receive 1 resource card for each settlement you have adjacent to that terrain hex. Each settlement is worth 1 victory point.



## City Requires: 3 Ore & 2 Grain

You may only establish a city by upgrading one of your settlements. When you upgrade a settlement to a city, put the settlement (house) piece back in your supply and replace it with a city piece (church). Cities produce twice as many resources as settlements. You acquire 2 resource cards for an adjacent terrain hex that produces resources. Each city is worth 2 victory points.



# SPECIAL CASES

## Rolling a "7" and Activating the Robber

If you roll a "7," no one receives any resources. Instead, every player who has more than 7 resource cards must select half (rounded down) of his resource cards and return them to the bank. Then you must move the robber Y. Proceed as follows:

(1) You must move the robber Y immediately to the number token of any other terrain hex or to the desert Y hex.

(2) Then you steal 1 (random) resource card from an opponent who has a settlement or city adjacent to the target terrain hex. The player who is robbed holds his resource card hand face down. You then take 1 card at random. If the target hex is adjacent to 2 or more players' settlements or cities, you choose which one you want to steal from.

**Important:** If the production number for the hex containing the robber is rolled, the owners of adjacent settlements and cities do not receive resources. The robber prevents it.



## Playing Development Cards

At any time during your turn, you may play 1 development card (put it face up on the table). That card, however, may not be a card you bought during the same turn (except for a victory point card, as described below)!

Knight



Monopoly



Road Building



University



Year of plenty



LONGEST ROAD



2 Victory Points!

LARGEST ARMY



2 Victory Points!