





SETTLERS OF CATAN



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Your intrepid settlers work to tame the wilds of Catan. Start by settling Catan's lush farmlands and regions: pastoral, fertile, mountainous, arid, marshy, and desert. The settlers who inhabit this unique and different forested environment must learn how to live in harmony with their natural surroundings. All their actions are the same.

Settlers are a species native to the Isle of Catan. Build your audience by trading, bartering, and recruiting new settlers. As you settle the island, you will find and recruit new settlers, as well as purchase supplies and build roads, cities, and towns. As settlers grow in strength, numbers, and size, they will compete and colonize. Another population grows through marriage, birth, and death. Another population grows through trade, war, or lucky dice rolls. But because of the unique and often unpredictable nature of the settlers' lives, there is no telling what will happen next.

Discover the why behind the settlers' need for a community and learn more about them in the "Settler's Guide." This guide also includes a brief history of the settlers and their culture, as well as a detailed description of the game's rules and strategies.

Catan has been awarded with "Game of the Year," "Best of the Best," "Best of Games," and more. "Game of the Century" "Awards in Discovery, Adventure, Survival, and a host of other categories worldwide. An instant classic, Catan has been called the "Perfect Social Game."

Less than 2 hours to play.
Play in only 90 minutes.

For 3-4 players.
Enjoy hundreds of hours of high-paced, interactive fun!

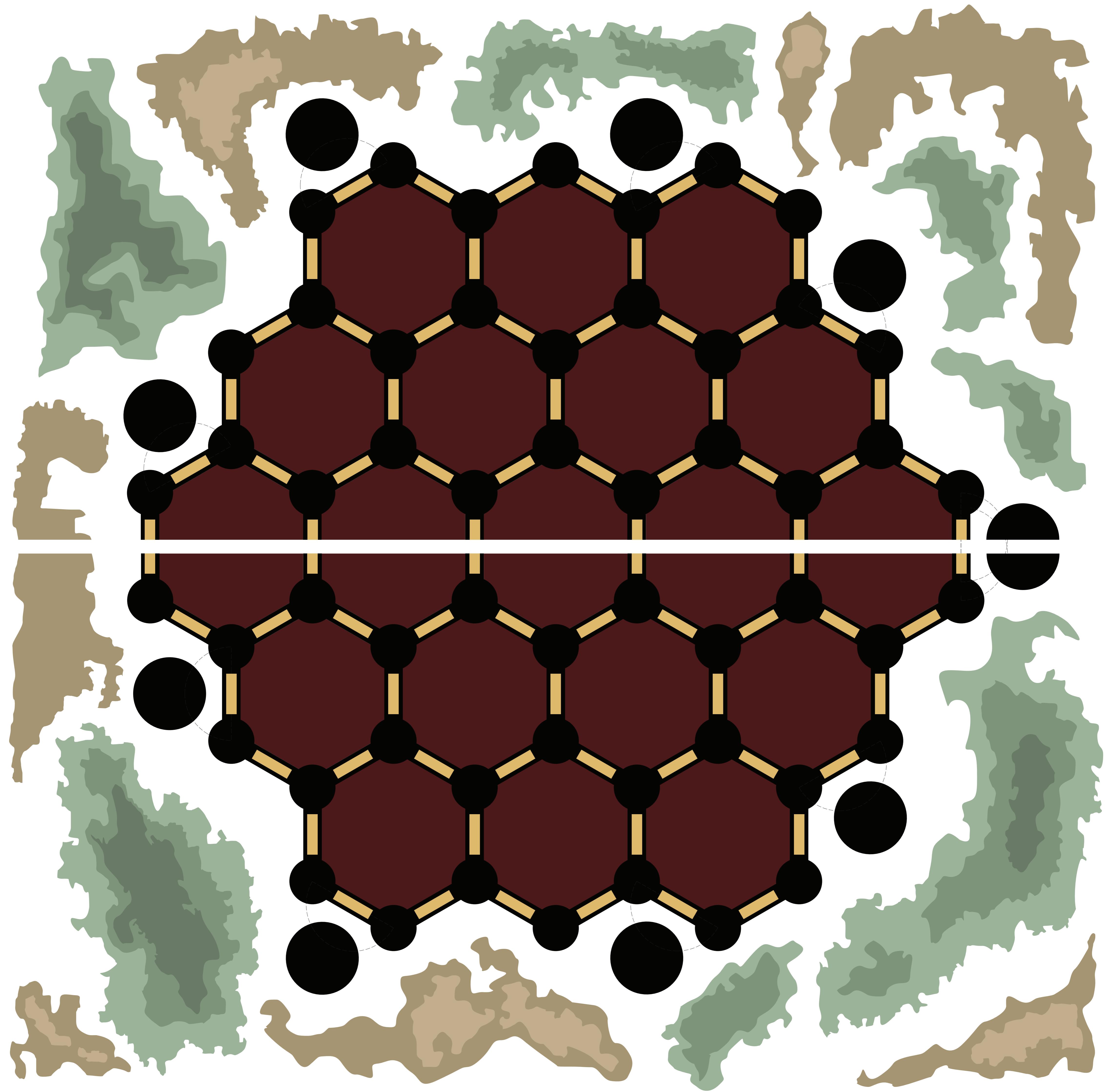


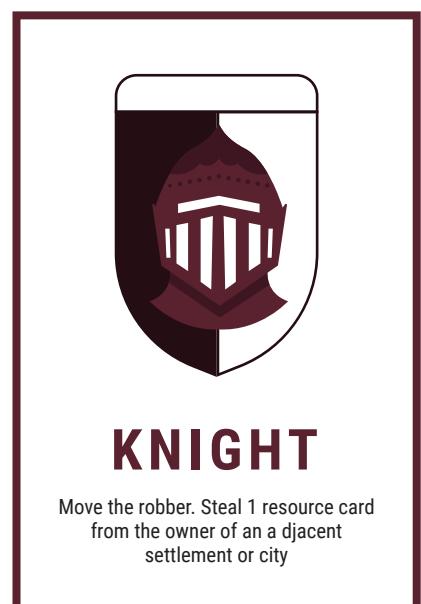
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THE AWARD WINNING GAME OF DISCOVERY, SETTLING,





**KNIGHT**

Move the robber. Steal 1 resource card from the owner of an adjacent settlement or city

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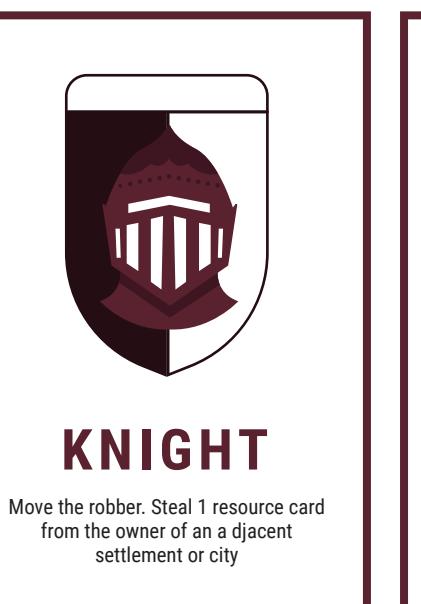
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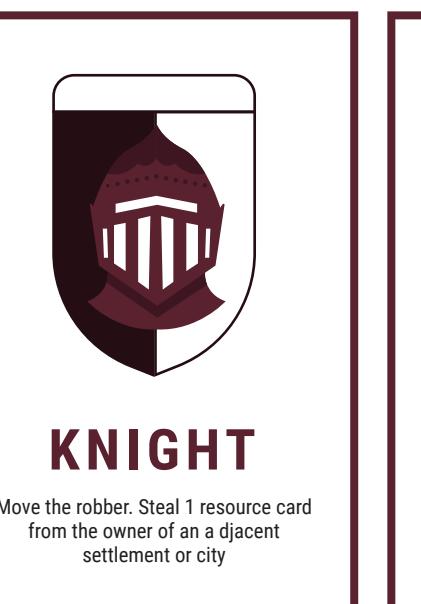
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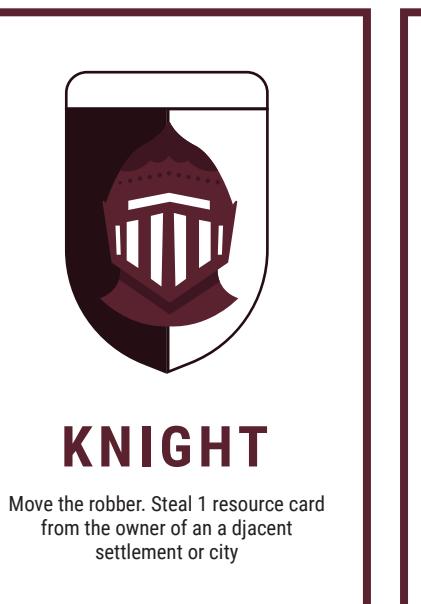
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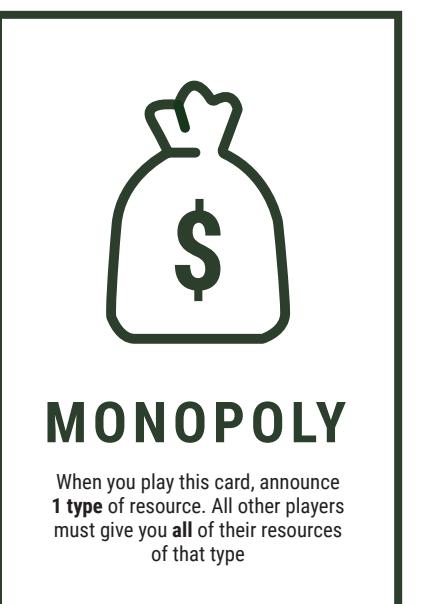
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**LARGEST ARMY**

2 Victory Points

The first player to play 3 Knight cards gets this card. Another player who plays more Knights cards takes this card

**MONOPOLY**

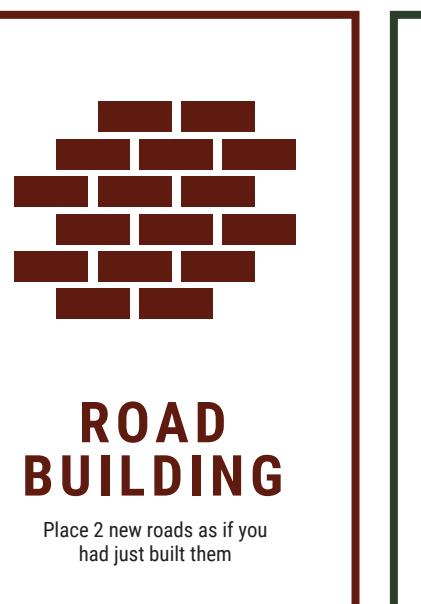
When you play this card, announce 1 type of resource. All other players must give you all of their resources of that type

**MARKET**

1 Victory Point
Reveal this card on your turn if, with it, you reach the number of points required for victory

**ROAD BUILDING**

Place 2 new roads as if you had just built them

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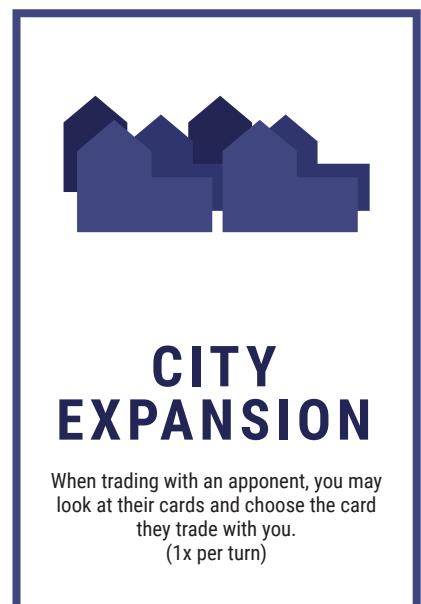
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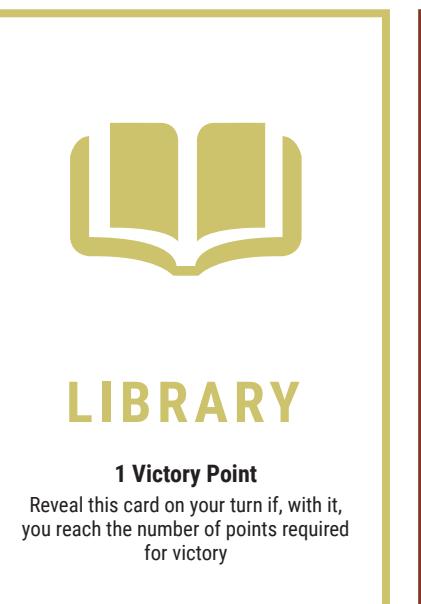
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**CITY EXPANSION**

When trading with an opponent, you may look at their cards and choose the card they trade with you. (1x per turn)

**LONGEST ROAD**

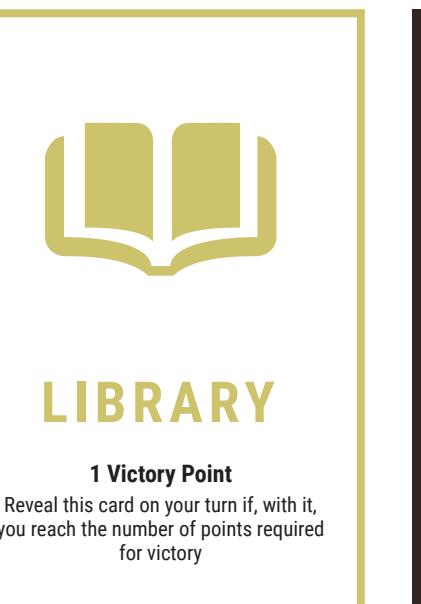
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**LIBRARY**

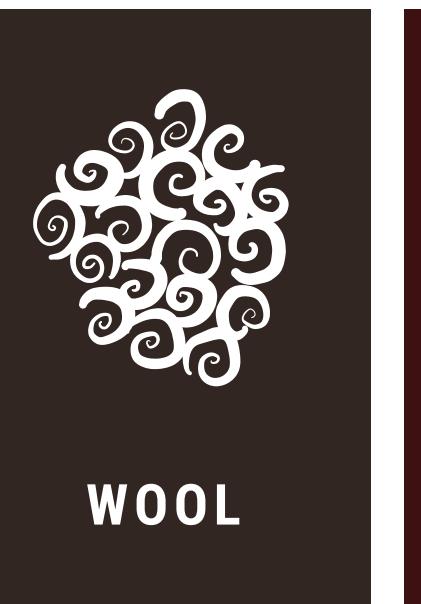
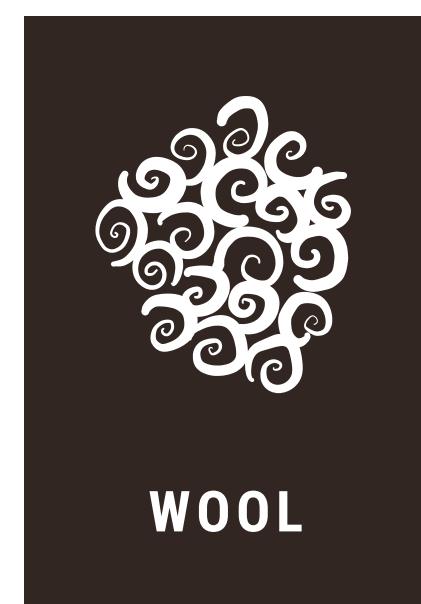
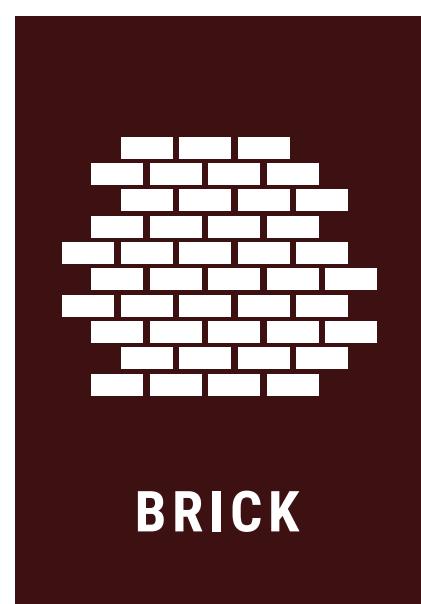
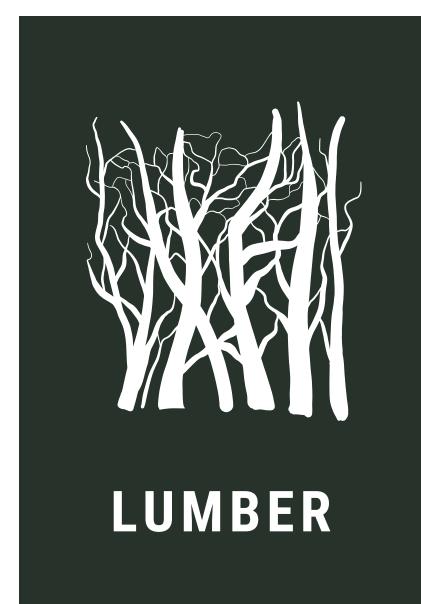
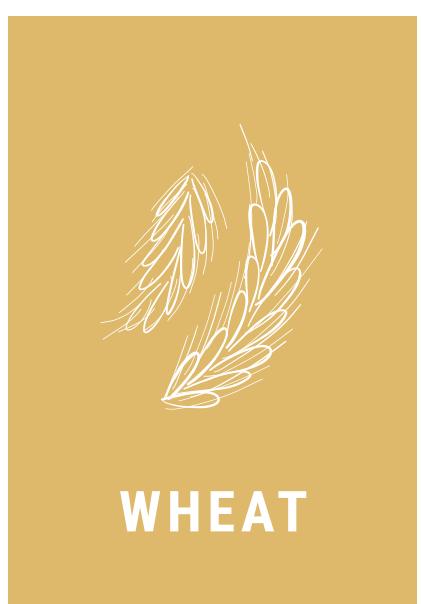
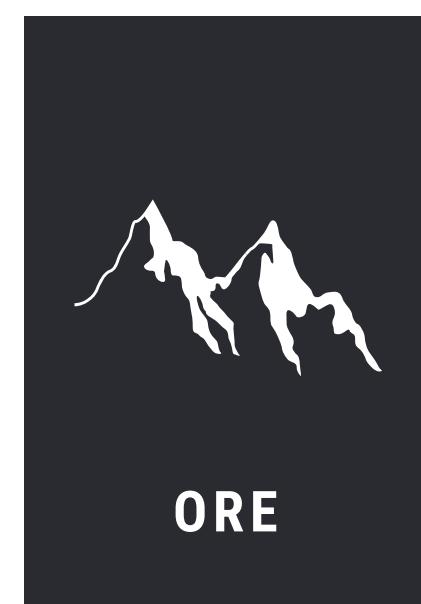
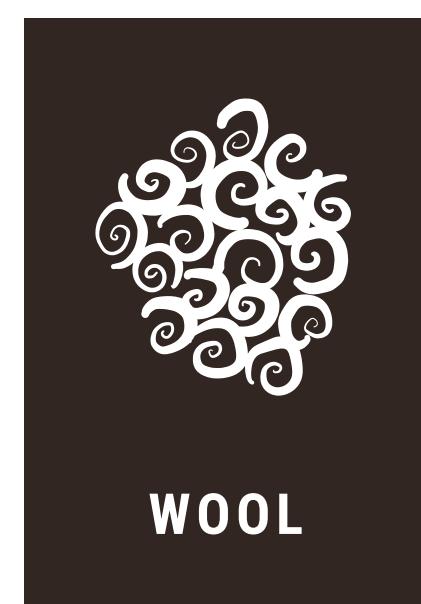
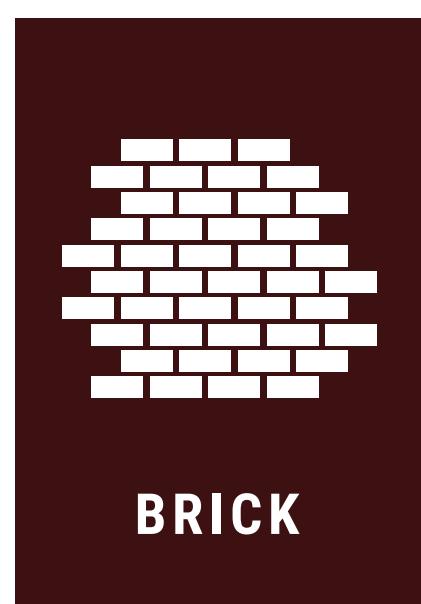
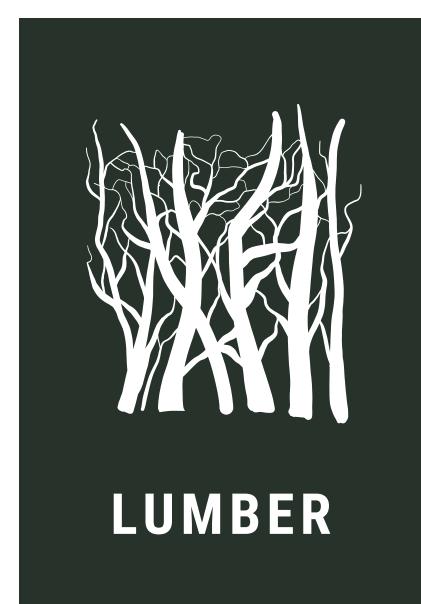
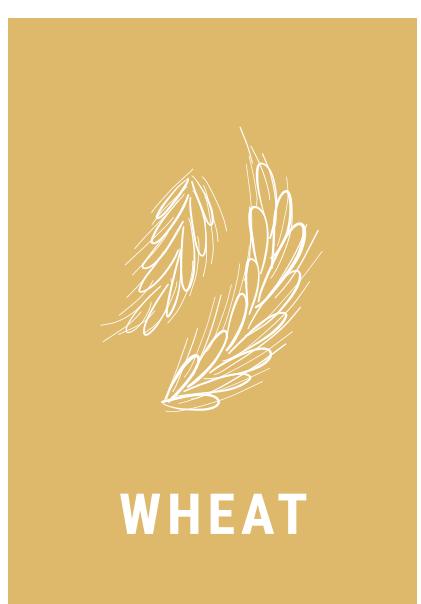
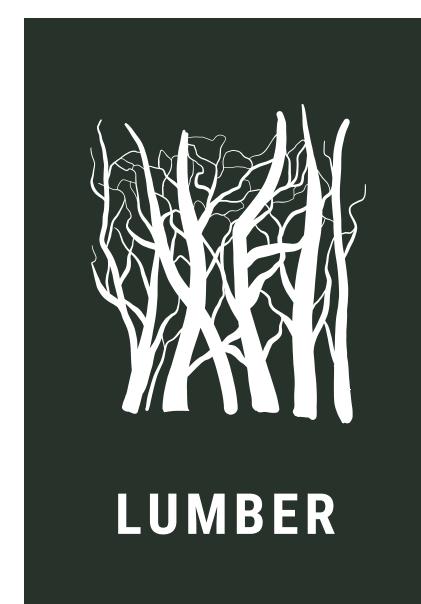
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**WOOL****BRICK****WOOL****BRICK****LUMBER****ORE****WHEAT****ORE****WHEAT****WOOL****BRICK****LUMBER****ORE****WHEAT****LUMBER**

SETTLERS OF CATAN

Catan (aka The Settlers of Catan) has been awarded with "Game of the Year," "Hall of Fame," and even "Game of the Century" honors in Germany, the United States, and a host of other countries worldwide. An international favorite, it's been called the "Perfect Social Game."

Lean to play in only 15 minutes!

Play in only 60 minutes.

For 3-4 players.

Enjoy hundreds of hours of fast-paced, interactive fun!

Your adventurous settlers seek to tame the remote but rich isle of Catan. Start by revealing Catan's many harbors and regions: pastures, fields, mountains, hills, forests, and desert. The random mix creates a different board virtually every game. No two games are the same!

Embark on a quest to settle the isle of Catan! Guide your settlers to victory by clever trading and cunning development. Use resource combinations - grain, wool, ore, brick and lumber - to buy handy development cards and build roads, settlements, and cities. Acquire your resources through trades, cards, or lucky dice (even outside your turn).

But beware! Someone might cut off your road or buy a monopoly. And you never know when the wily robber might seal some of your precious gains!

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THE AWARD WINNING GAME OF DISCOVERY, SETTLEMENT & TRADE

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CONSTRUCTING THE ISLAND

The frame pieces hold the board together and prevent the pieces from moving after the board is in place. Before building the island, assemble the frame by matching the numbers at the ends of the frame pieces together (i.e., 1-1, 2-2, etc.). You can then construct the island of Catan using the 19 terrain hexes as shown on page 3.

STARTING SET-UP FOR BEGINNER

You play the game The Settlers of Catan on a variable game board. For your first game, however, we suggest that you use the "Starting Set-up for Beginners ." (See Illus. A on page 3.) This set-up is well-balanced for all players. Before your first game you must remove the die-cut components from the cardboard holders. Carefully punch out and separate the pieces. Lay out the map as specified in Illustration A (or on the back of this booklet). First, assemble the frame as shown. Second, create Catan by placing the 19 terrain hexes on the table—again as shown. Third, place the circular number tokens on top of the designated terrain hexes. Finally, place your settlements and roads.

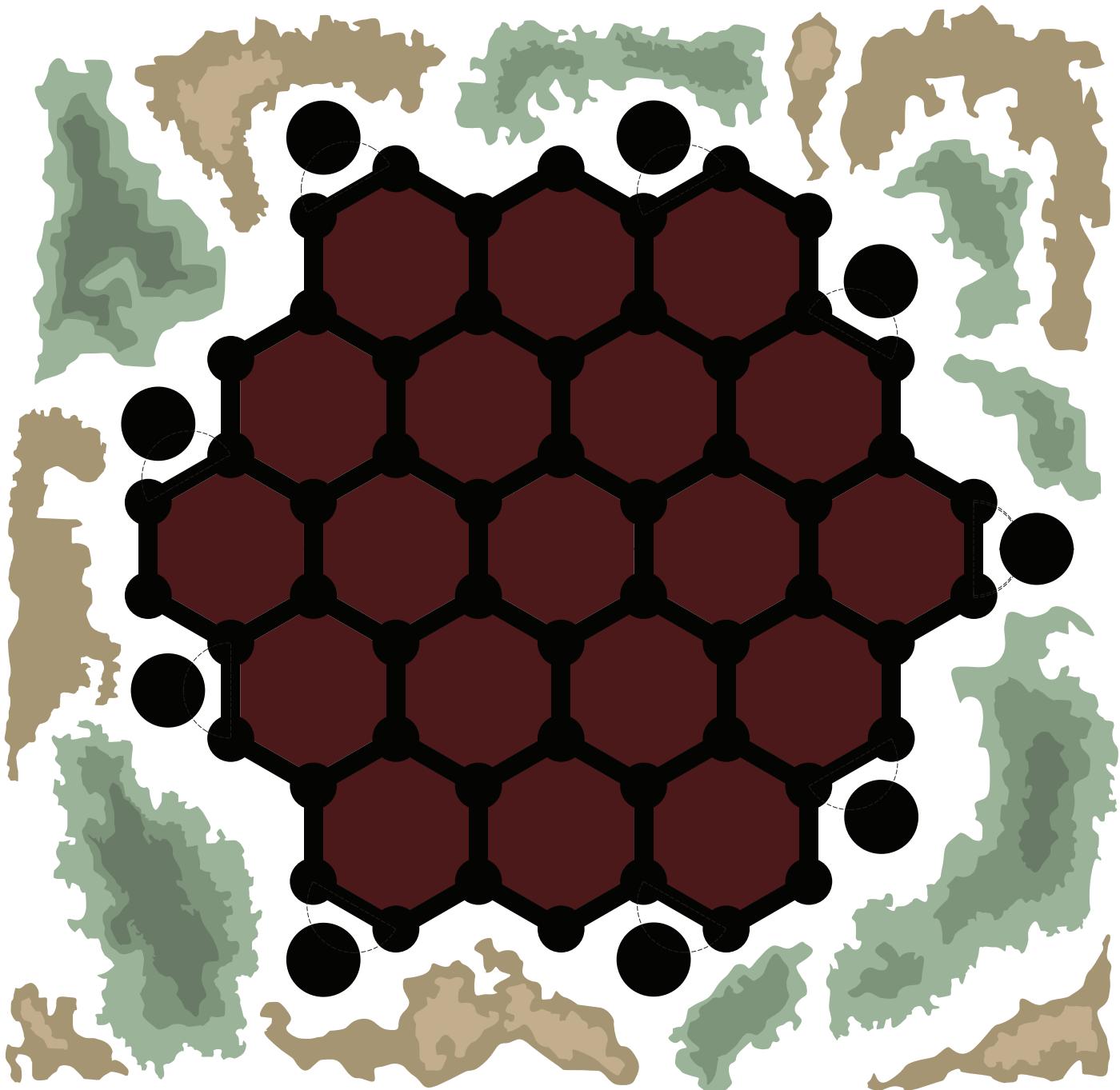
GAME COMPONENTS

- 19 terrain hexes (tiles)
- 6 sea frame pieces
- 9 harbor piece
- 18 circular number tokens (chits)
- 95 Resource Cards (bearing the symbols for the ore, grain, lumber, wool, and brick resources)
- 25 Development Cards (14 Knight/Soldier 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 yellow, 1 red)
- 1 robber
- 1 Game Rules & Almanac booklet

STARTING MAP FOR BEGINNERS

2

Beginners should set up the map according to the example shown below. Begin the game with resource cards produced by the 3 terrain areas around the settlements.



SETTING UP THE GAME

3

Select a color and take your 5 settlements, 4 cities and 15 roads (no more and no less!). Place your 2 roads and your 2 settlements on the game board. Place your remaining settlements, roads, and cities down in front of you.

Note: Remove the red pieces from the game if you are playing a 3-player game.

Take your color's Building Costs Card. (See Illustration B.) Place the Special Cards "Longest Road" and "Largest Army" beside the game board along with the 2 dice.

Sort the Resource Cards into 5 stacks and put them face up next to the game board. Shuffle the Development Cards and place them face down by the board. You receive resources for each terrain hex around your starting settlement marked with a white star. Take the appropriate Resource Cards from their stacks.

Example: See Figure A. Blue receives 1 brick card, 1 wool card, and 1 ore card for his leftmost settlement (i.e., his settlement marked with a star).

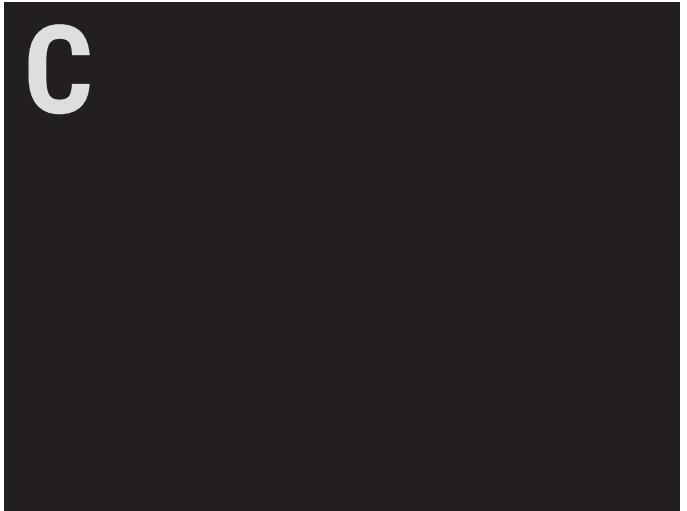
Each player keeps his Resource Cards hidden in his hand.

Important: Settlements and cities may only be placed at the corners of the terrain hexes—never along the edges (see Illustration C).

Roads may only be placed at the edges of the terrain hexes—1 road per edge (see Illustration D). The Distance Rule means many intersections along roads will remain unoccupied.

DICE ROLL ODDS

- 2 & 12 = 3%
- 3 & 11 = 6 %
- 4 & 10 = 8 %
- 5 & 9 = 11%
- 6 & 8 = 14%
- 7 = 17%



TURN OVERVIEW

4

Unless you're using the StartinG Set-Up for Experienced Players, the oldest player goes first. On your turn, you can do the following in the order listed:

- You must roll for resource production (the result applies to all players).
- You may trade resources with other players or using maritime trade.
- You may build roads, settlements or cities and/or buy Development Cards. You may also play one Development Card at any time during your turn. After you're done, pass the dice to the player to your left, who then continues the game with step 1.

Tip: For advanced players, we recommend combining the second and third steps.

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