

Settlers of Catan Rules

- Game Setup:**
- (1) Shuffle land hexes. Deal one row of five.
 - (2) Deal two rows of four, one on each side of the row of five.
 - (3) Deal two rows of three, one on each side of the rows of four.
 - (4) Shuffle harbor hexes. Deal them alternately with ocean hexes.
 - (5) Choose one coastal hex. Deal the markers clockwise, alphabetically, starting with that hex.
 - (6) Each player places one village and one road.
 - (7) In reverse order, each player places another village and road. After placing the second village, each player takes one resource card for each hex adjacent to the village.
 - (8) Play commences, in turns as described below, until one player has ten points.

Hexes: clay (produces bricks), forest (lumber), mine (ore), farm (wheat), pasture (wool)

Rules for building roads and villages:

Roads: are built on the edges between two hexes.

Villages: are built on the intersections of three hexes. A village cannot be placed on an intersection adjacent to another village. Corollary: the three intersections adjacent to each village will always be empty.

Cities: replace existing villages.

Turn Sequence:

- (1) Player rolls the dice. Each hex marked with the number rolled produces one resource card for each adjacent village and two resource cards for each adjacent city. If a 7 is rolled, the robber is moved.
- (2) Player may trade resources (or other things) with any other player, a harbor or the “bank”.
Trades: with a 3:1 harbor, a player may trade three of any one resource for one of her choice.
With a 2:1 harbor, a player may trade any two of the required resource for one of her choice.
At any time, a player may trade four of one resource for one of her choice.
- (3) Player may build as many times as desired, at the following costs:

Road:	1 bricks, 1 lumber
Village:	1 bricks, 1 lumber, 1 wheat, 1 wool
City:	3 ore, 2 wheat
Development card:	1 ore, 1 wheat, 1 wool

The Robber: If a player rolls a seven, the following three actions are taken:

- (1) Any player with more than seven cards must discard half of their cards, rounding down.
- (2) The player moves the robber to any hex other than the wasteland. *While the robber is on a hex, that hex does NOT produce resources, even if its number is rolled.*
- (3) The player steals one resource card from a player with a village adjacent to the robber hex.

Development Cards: there are 25 development cards:

14 Soldiers, which allow the player to move the robber and steal a card (see *The Robber*)

6 Resource Cards (2 Road Building, 2 Monopoly, 2 Year of Plenty)

5 Victory Point Cards

Development cards should be kept secret until played.

Longest Trade Route, Largest Armed Force: A player gets these cards (which are placed face up) upon building a road of five segments (not counting branches) or playing three Soldier cards, respectively. Each card is worth two victory points. Each card may be taken by another player upon building a *longer* road or playing *more* soldier cards (ties go to existing holder).

Winning: A player wins upon having ten points. Instantly. Points are scored as follows:

Each village.....	1 point
Each city.....	2 points
Each Victory Point development card.....	1 point
Longest Trade Route or Largest Armed Force.....	2 points (each)