













GAME OVERVIEW

- 1 The island of Catan lies before you. The isle consists of 19 terrain hexes surrounded by ocean. Your goal is to settle the island and expand your territory so it becomes the largest and most glorious in Catan.
- 2 There are 5 productive terrain types and 1 desert on Catan. Each terrain type produces a different type of resource (card). The desert produces nothing. (See the 6 terrain hexes in the "Resource Production" illustration at the lower right.)
- 3 You begin the game with 2 settlements and 2 roads. Each settlement is worth 1 victory point. You therefore start the game with 2 victory points! The first player to have 10 victory points during his/her turn wins the game.
- 4 To gain more victory points, you must build new roads and settlements or upgrade settlements to cities. Each city is worth 2 victory points. In order to build or upgrade, you need to acquire resources.
- 5 How do you acquire resources? It's simple. Each turn, a dice roll determines which terrain hexes (indicated by the hex numbers) produce resources. If, for example, a "3" is rolled, the two terrain hexes containing a "3" produce resources. In the illustration at the right, a mountain hex produces ore and a forest hex produces lumber.
- 6 You only collect resources if you own a settlement or a city bordering a terrain hex producing a resource. In this example, orange's settlement (A) borders on a forest hex, and red's settlement (B) is adjacent to a fields hex. A dice roll of "9" gives the orange player 1 lumber and the red player 1 grain.
- 7 A settlement or city usually borders on 2-3 terrain types. So, during the game, it can "produce" up to 3 different types of resources. Here, white's settlement (C) produces ore, wool, or lumber. Blue's settlement (D) can only produce grain on "4" or wool on "5" or "11."
- 8 Since you rarely have settlements everywhere as the game starts or progresses, you may have to do without direct access to certain resources. This is tough, for building things requires specific resource combinations. For this reason, you can trade with the other players. Make them an offer! A successful trade might yield a big build! If necessary, trade with the bank, with or without help from a harbor.
- 9 You can only build a new settlement on an unoccupied intersection if you have a road leading to that intersection and the nearest settlement is at least two intersections away.

Extra Important: Carefully consider where you build settlements. Numbers on the hexes indicate the relative frequency of dice rolls. Note the dots (pips) beneath the numbers. The greater the number of pips, the more likely it is that number will be rolled.



RESOURCE PRODUCTION	
Desert = Nothing	Pasture = Wool
 	 
Hills = Brick	Fields = Grain
 	 
Forest = Lumber	Mountains = Ore
 	 

Variable Set-up

Constructing the Island

You can play using any island tile configuration that fits inside the outer board. However, the easiest way to vary the board is to swap the 2-hex tiles and/or a couple of the 4-hex tiles. You may use "Side A" tiles with "Side B" tiles as you like.

Placing Your Initial Settlements & Roads

Each player rolls both dice. The player who rolls highest is the starting player. The placement locations of all settlements and roads must follow the normal rules.

Round One: The starting player places a settlement on an unoccupied intersection. He places a road adjacent to this settlement. Proceeding clockwise, each other player places 1 settlement and 1 adjoining road.

Round Two: The player who went last in the first round begins round two. He places his 2nd settlement and its adjacent road. Proceeding counterclockwise, each other player places 1 settlement and 1 adjoining road.

You receive your starting resources immediately after placing your 2nd settlement. For each hex adjacent to this 2nd settlement, you take a corresponding resource card.

The starting player then takes the first regular turn.

Frequently Asked Questions

Producing Resources

What if there aren't enough resource cards to give every player all the production they earn?

No one receives any of the restricted resource that turn. Other resources are not affected.

Trading

Can I give another player a card?

You may not give away cards (i.e., you may not "trade" 0 cards for 1 or more cards).

What if I decide not to trade during my turn?

No one can trade (until, perhaps, the next player's turn).

If it is not my turn, can I trade?

You may try to trade with the player whose turn it is. You cannot perform maritime trades (see Rules, page 3).

Do I need a settlement on a harbor in order to make 4:1 trades?

No.

Are there any other trading restrictions?

You may not trade or give away development cards. You may not trade like resources (e.g., 2 wool for 1 wool).

Building

Can you build on intersections bordering the sea?

The outer edges of the terrain hexes that border on the sea form the "coast" of the island. You can build a road along a coast. You can build settlements and upgrade settlements to cities on coastal intersections.

What happens if I have built all 5 of my settlements? Can I build another settlement?

No. In this case, you must upgrade 1 of your settlements to a city before you can build another settlement.

The Robber

If I roll a "7," do I have to move the robber?

Yes. You may not choose to leave the robber on the same hex.

Longest Road

If my road network branches, can I count both segments of roads when counting up the length of my longest road?

No. You may only count the single longest continuous branch for purposes of the "Longest Road."

What happens if another player builds a settlement such that my "Longest Road" runs through it?

Your longest road is "broken"! Your "Longest Road" can be a road segment on either side of that settlement, but it may not run through an opponent's settlement.

What happens if my "Longest Road" is broken?

The player with the longest (at least 5+) road segment takes the "Longest Road" bonus card. If no one has a 5+ road segment or if several players have the same lengths of road segments, set the "Longest Road" card aside—until only 1 player has the longest road (of at least 5 road pieces).

Development Cards

How many development cards can I play during my turn?

Normally, you may only play 1 development card during your turn. However, in addition, you may play any number of victory point development cards at the end of the game.

What happens when I play a progress card?

Road Building: You may immediately place 2 roads on the board, for free (according to normal building rules).

Year of Plenty: You may immediately take any 2 resource cards from the supply stacks. You may use these cards to build on the same turn.

Monopoly: You must name 1 type of resource. All the other players must give you all of the resource cards of this type that they have in their hands. If an opponent does not have a resource card of the specified type, he does not have to give you anything.

When can I play one of my development cards?

You can play your development card at any time *during your turn*, even before you roll the dice.

After I play a development card, what do I do with it?

Keep victory point cards and Knight cards face up. Remove all other played development cards from the game. Played development cards never go back into the supply, and you cannot buy development cards if the supply is empty.

Ending the Game

What if I reach 10 points when it is not my turn?

The game continues until any player (including you) has 10 points on his turn.

Can I play more than one victory point card on the turn the game ends?

You may play any number of victory point cards on the turn the game ends, even those just purchased.

Hints

★ Brick and lumber are the most important resources at the beginning of the game. You need both to build roads and settlements. You should try to place at least 1 of your first settlements on a good forest or hills hex.

★ The more often a number is rolled, the more often each associated hex produces resources. Note the dots (pips) beneath the numbers on the tokens. The larger the number of dots, the more likely it is that number will be rolled. "6" and "8" are the most frequently rolled numbers. They each have 5 dots, for there are 5 ways to roll these numbers on the 2 dice.

★ The more you trade, the better your chances of victory. Even if it is not your turn, you should consider offering trades to the current player!

★ Since an intersection on the coast borders only 1 or 2 terrain hexes, a coastal settlement generally generates resources less often. Still, coastal sites often lie on harbors, which allow you to use maritime trade to trade your resources at more favorable rates.

★ Do not underestimate the value of harbors. For instance, a player with settlements or cities adjacent to productive fields hexes should try to build a settlement on the "grain" harbor.

★ It is extremely difficult to win the game without upgrading settlements to cities. Since you only have 5 settlements available, you can only reach 5 victory points by only building settlements.

★ Leave enough room to expand when placing your first 2 settlements. Look at your opponents' sites and roads before making a placement. Beware of getting surrounded! If you plan to build toward a harbor, the middle of the island may be a tricky place for a starting settlement, for it can easily be cut off from the coast.