v1.1

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Game:	**CATAN**
Publisher:	**Catan Studio (1995)**

CATAN

Assemble the **sea frame** by matching the numbers at the ends of the frame pieces together. Then construct the island of Catan using the 19 **terrain hexes**.

Lay out the map as specified in the rulebook, or as follows:

Turn the terrain hexes facedown and shuffle them, then randomly place the hexes faceup inside the frame. Take the 9 **harbor pieces** and randomly place one on top of each harbor on the frame. If you want to vary relative harbor locations slightly, shuffle the order of the frame pieces and do not place the random harbor pieces.

Place 1 **number token** on each land hex, starting at a corner of the island and placing them in alphabetical order, proceeding counter-clockwise toward the center.

Alternatively, you can place these completely randomly, but the tokens with the red numbers must not be next to each other (you may have to swap tokens to ensure this).

In either case the desert never gets a number token and should be skipped.

Everyone chooses a color and takes the corresponding game pieces: 5 **settlements**, 4 **cities**, 15 **roads**, and 1 **building costs card**.

Sort the **resource cards** into 5 stacks and place them faceup beside the board.

Shuffle the **development cards** and place them facedown beside the resource cards.

Place the 2 **special cards** and the **dice** beside the board, and the **robber** in the desert.

The set-up phase has 2 rounds. Each player builds 1 road and 1 settlement per round.

ROUND 1

Each player rolls both dice. The player who rolls highest is the starting player and places a settlement on an unoccupied intersection of their choice, then places a road adjacent to this settlement.

The other players then follow **clockwise**, but may only build a settlement on an unoccupied intersection and only if none of the 3 adjacent intersections contains a settlement or city.

ROUND 2

Once all players have built their first settlement, the player who went last in the first round builds their second settlement and its adjacent road.

The other players then follow **counterclockwise**.

The second settlement can be placed on any unoccupied intersection and only if none of the 3 adjacent intersections contains a settlement or city. It doesn't have to connect to the first settlement. The second road must attach to the second settlement (pointing in any of the 3 directions).

Each player receives their starting resources immediately after building their second settlement. For each terrain hex adjacent to this second settlement, take a corresponding resource card from the supply.

The starting player (the last to place their second settlement) begins the game.

TURN

On your turn, do the following in this order:

1. RESOURCE PRODUCTION

Roll both dice. The sum of the results determines which terrain hexes produce resources. The desert is the only terrain hex that doesn't produce resources.

Each player who has a settlement or a city on an intersection that borders a terrain hex marked with the number receives the **resource cards** of those hexes.

Each settlement yields 1 resource card, and each city yields 2 resource cards.

If there are not enough of a given resource in the supply to fulfill everyone's production, no one receives any of that resource during that turn (unless it only affects 1 player, in which case give them as may of those resources as are left in the supply).

There are 5 different types of resources: **grain** (from fields), **brick** (hills), **ore** (mountains), **lumber** (forest), and **wool** (pasture).

Experienced players may trade and build in any order (you can even use a harbor on the same turn you build a settlement there).

2. TRADE

You may trade resource cards freely (using either domestic trade, maritime trade, or both types). If you decide not to trade during your turn, no one can trade, and other players may not trade amongst themselves.

You may not trade development cards or like resources, and you may not give away cards.

A. DOMESTIC TRADE

On your turn, you can trade resource cards with any of the other players. You can announce which resources you need and what you are willing to trade for them. The other players can make their own proposals and counteroffers. You can trade as many times as you are able.

B. MARITIME TRADE (WITH THE BANK)

You can trade at 4:1 by putting 4 identical resource cards back in the supply stack and taking any 1 resource card of your choice for it. You do not need a harbour settlement.

If you have a settlement or a city on a coastal intersection which borders a **harbour**, you can trade at a 3:1 ratio. If you have a settlement or a city on a coastal intersection which borders a **special harbour**, you can trade at a 2:1 ratio for that resource only. There is only 1 special harbour for each type of resource, and a special harbour does not allow you to trade any other resource type at a more favorable rate (not even 3:1).

You may not trade with the bank during another player's turn.

3. BUILD

Build by paying specific combinations of resource cards, returning them to the supply stacks, then take the appropriate number of roads, settlements, and/or cities from your supply and place them on the board. If you buy a development card, keep it hidden in your hand.

You can build as many items and buy as many cards as you wish, but 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 edge where hexes, or hexes and the frame, meet), and you can build roads along the coast.

SETTLEMENT
(requires BRICK, LUMBER, WOOL, & GRAIN)

You may only build a settlement on an unoccupied intersection (where 3 hexes meet or 1 or 2 hexes meet the frame), and only if none of the 3 adjacent intersections contains a settlement or city. Your settlements must connect to at least 1 of your own roads.

Regardless of whose turn it is, when a terrain hex produces resources, you receive 1 resource card for each settlement you have adjacent to that terrain hex.

CITY
(requires 3 ORE & 2 GRAIN)

You may only establish a city by upgrading one of your settlements. When you do, put the settlement piece (house) back in your supply (it becomes available to build again) 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.

BUYING A DEVELOPMENT CARD
(requires ORE, WOOL, & GRAIN)

When you buy a development card, draw the top card from the deck. There are 3 different kinds: **knight**, **progress**, and **victory point**.

Development cards never go back into the supply, you cannot trade them or give them away, and you cannot buy development cards if the supply is empty.

THE ROBBER

If you roll a 7 for resource production, no one receives any resources. Instead, every player who has more than 7 (*ie*, 8 or more) resource cards must select half (rounded down) of them and return them to the supply stacks.

Then move the **robber**:

1. You *must* move the robber immediately to the number token of any other terrain hex or to the desert hex. This blocks the resource production of that hex.

2. You then steal 1 resource card from an opponent who has a settlement or city adjacent to the target terrain hex. The player who is robbed holds their resource cards facedown, and you take 1 card at random (if they have no cards, you get nothing). If the target hex is adjacent to 2 or more players' settlements or cities, choose which one you want to steal from.

If the production number for the hex containing the robber is rolled, the owners of adjacent settlements and cities do not receive resources.

PLAYING DEVELOPMENT CARDS

At any time during your turn, you may play only 1 development card, either 1 knight card or 1 progress card, putting it faceup on the table.

You may not play a card you bought during the same turn (except for revealing a victory point card).

Knight cards (purple frame): If you play a knight card, you *must* immediately move the robber onto the number token of any other terrain hex, or on the desert. You then steal 1 resource card from a player who has a settlement or city adjacent to the robber. The player who is robbed holds their resource cards facedown, and you take 1 card at random (if they have no cards, you get nothing). If the target hex is adjacent to 2 or more players' settlements or cities, choose which one you want to steal from. Finally, place the knight card faceup in front of you.

Progress cards (green frame): If you play a progress card, follow its instructions, then remove the card from the game.

- *Road Building:* If you play this card, you may immediately place 2 free roads on the board (according to normal building rules).

- *Year of Plenty:* If you play this card you may immediately take any 2 resource cards from the supply stacks. You may use these cards to build in the same turn.

- *Monopoly:* If you play this card, 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, they do not have to give you anything.

Victory point (VP) cards (orange frame): Keep VP cards hidden. You may only reveal them during your turn when you are sure that you have 10 VPs — that is, to win the game. You also reveal them after the end of the game if someone else wins. You may play any number of VP cards during your turn, even during the turn you purchase them.

SPECIAL CARDS

LONGEST ROAD

If you are the first player to build a **continuous road** (the single longest branch, if your road branches) **of at least 5 road segments**, take the special card *Longest Road* and place it faceup in front of you.

If another player builds a longer road than the one created by the current owner of this card, they immediately take the card (and its 2 VPs).

You can break an opponent's road by building a settlement on an unoccupied intersection along that road.

If your longest road is broken and you are tied for longest road, you still keep the *Longest Road* card. However, it you no longer have the longest road, but 2 or more players tie for the new longest road, set the card aside. Do the same if no one has a 5+ segment road. The *Longest Road* card comes into play again when only 1 player has the longest road of at least 5 road pieces.

LARGEST ARMY

If you are the first player to play **3 knight cards**, take the special card *Largest Army* and place it faceup in front of you.

If another player plays more knight cards than you have, they immediately take the card (and its 2 VPs).

TERRAIN

A terrain hex that borders on a sea is called a **coast**. You can build a road along a coast, and you can build settlements and upgrade settlements to cities on intersections that border on the sea.

A coastal site borders only 1 or 2 terrain hexes, so they generate smaller resource yields. However, they often lie on harbors, which allow you to use maritime trade to trade resources at more favorable rates.

To control a harbour, you must build a settlement on a coastal intersection which borders the harbour.

ENDING THE GAME

If you have **10 or more victory points** (VPs) during your turn, the game ends and you are the winner.

If you reach 10 VPs any other time, the game continues until any player (including you) has 10 VPs on their turn.

1 settlement	= 1 VP
1 city	= 2 VPs
Longest Road special card	= 2 VPs
Largest Army special card	= 2 VPs
Victory Point (VP) card	= 1 VP

5-6 PLAYER RULES

ASSEMBLING THE LARGER BOARD

Assemble the frame as specified in the base game, and add the 4 frame pieces. Place an all-sea frame piece between the 2-2 joint, the 2:1 wool harbor frame piece between the 3-3 joint, the 3:1 harbor frame piece between the 5-5 joint, and an all-sea frame piece between the 6-6 joint. Then construct the island from the 30 land hexes:

1. Shuffle all of the land hexes facedown. Place the hexes facedown within the sea frame.

2. Turn the hexes faceup, without changing their order.

3. Take the 11 harbor pieces (the small 5-sided pieces with ships on them) and randomly place them on top of each harbor on the frame.

4. Use the number tokens from this expansion only. Place the number token labeled A on any of the corner tiles. Continue placing the tokens in alphabetical order along a spiral, starting on the outside ring and proceeding counter-clockwise toward the center of the board. Place each token so that the numbered side is facing up. When the chain of tokens reaches a desert hex, skip over that hex and continue on the other side. The last three tokens are each marked with two letters: Za, 2b, Zc.

5. Place the robber on any one of the desert hexes.

TRADE AND BUILD PHASE

In the Trade and Build phase, after the player whose turn it is has finished their Trade and Build phase, the third player to their left gets a special turn in which they may also trade and build as they wish. During this special turn, they may trade with the supply (maritime trade), but *they may not trade with other players* (domestic trade).

Only the player whose turn it is may play a knight card before the Resource Production phase.

CATAN

TURN

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