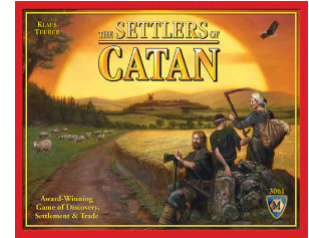


# Catan player-leaflets

Don't print this - the leaflet starts on next page



It isn't always convenient to pass rules to and fro.

Players often want to consult the rules, and to see ahead what their choices may be, or what restrictions apply to them.

So, this players' leaflet gives ...

1. a rules resumé
2. a guide to elements
3. a guide to turn taking
4. special cards and actions

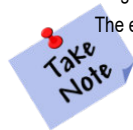
## Printing

They're created at A5 size, which is half of A4.

Pages 1 & 8 go on the rear of 2 & 7 .... 4 & 5 on the rear of 6 & 3.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



Fun, popular games available from

[FunGames4CasualPlayers.com](http://FunGames4CasualPlayers.com)



### [Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

### [Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

### [Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

### [Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

### [Black Sonata](#)

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

### [Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!

## Starting

- Everyone receives five settlements, four cities, and fifteen roads.
- The dots on terrains' numbered discs indicate the chances of that number being thrown. The more dots, the greater the chances of the number coming up.
- First settler places a settlement and an adjoining road .
- The others follow suit, clockwise.
- Settlements cannot be placed on a junction that has another settlement already on any of the three adjacent junctions.  
**Keep your distance!**
- The last settler then places another settlement and road, and immediately takes resources generated by all the terrains that adjoin their two settlements.
- Keep cards in hand throughout: unseen.
- Their second choice does not have to be anywhere near their first one: it's their choice.
- Going anticlockwise, the others do likewise.
- Once all have placed their two starting pieces and taken resources, first player takes the first turn of the game.

## Finishing

### Who wins, how, and when?

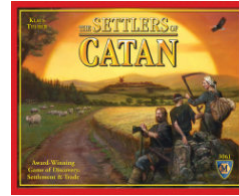
Everyone seeks to build settlements and roads, and to thrust forward most powerfully. They also want such advantages as the longest road and the biggest army.

Victory points are acquired, based on the growth that settlers have been able to achieve. Settlements are worth 1 Victory Point - cities are worth 2.

### The winner

Catan ends when a settler gains 10 victory points **during their turn**.

Leaflet  
from  
FunGames.CasualPlayers.com



# Settlers of Catan

## What is Catan?

### Terrains

Catan is an island made up of hexagonal tiles, representing terrains.

There are forests, fields, pastures (light green), mountains and hills.

Terrains produce essential resources for aspirant settlers.

There's also a desert, where a robber hangs out at the start of the game - not productive!

Around the island there are harbours.

The dots on the numbered discs indicate the chances of that number being thrown. The more dots, the greater the chances of the number coming up.

### Resources produced by terrains

#### Hills ...

where **bricks** are made ~ for building roads and settlements.

#### Forests ...

produce **timber**, also needed for building.

#### Pastures ...

feed sheep, producing **wool** ~ settlements need wool.  
(Also needed to buy development cards.)

#### Fields ...

generate **grain** for settlements & cities.  
(Also needed to buy development cards.)

#### Mountains ...

whose **ore** is mined for cities.  
(It's also used to buy development cards.)



## During a settler's turn ...

### Essential - roll both dice

- All settlers gain resources if they have settlements or cities alongside terrains that display the combined value of the dice- throw.
- Each settlement gains one resource card, and each city gains two.
- If there is not enough of a resource to supply everyone, then nobody gets any.



If the Robber's already sitting on a terrain with the number that's thrown, nobody gets resources.

In a three or four player game there are 19 of each resource.  
For five or six, there are 24.

### You have **NO** choice - throwing a 7 - move the Robber

- Nobody gets any resources.
- Anyone with more than seven resources in hand must return half (*rounded down*) to the bank. Only resources are included in the count.
- Move the robber to a different terrain (*next to its number disc*), or to the desert.
- Take one resource card at random from one settler who's built a settlement or city adjacent to the terrain where the Robber's now hanging out.
- Trading, buying cards, and building can be undertaken when a 7 has been thrown - after moving the robber and grabbing his or her ill gotten gains.

## Special building phase

**In 5 & 6 player game only.**

**At the end of a settler's turn.**

Once they have rolled, traded, built, laid cards, and bought, there is a special phase, involving one other settler.

During the settler's turn, the settler acted as settler **one**.

The player sitting third to their left is "settler in waiting" ~ settler **two**.

When **one** is done, **two** comes in view.

They can trade overseas (**not** with other settlers) and build as they wish.

They also may play a Development Card.

Nothing else.

When they're done, play passes to the usual next player: sitting to **one's** left.



- Bricks and timber are in great demand in the early stages. It might be wise to position a starter settlement so as to take advantage of this.
- Harbours that trade in resources produced by terrains where you're settled can facilitate beneficial overseas tradings ~ at 2:1.
- Leave room to expand, especially at the outset.
- Don't allow yourself get trapped or surrounded ~ it could be the end of good fun for you if you do. (**Monopoly-depression** may kick in.)
- Trading may improve your chances of gaining resources, and victory. It can be undertaken even when it's not your turn, as you can offer a trade to the settler whose turn it is.

## These five bring victory points later

### These are 'victory cards'

- They are worth 1 victory point each.
- There's no limit to how many of them a settler may have.
- Keep them unseen by others unless they need to be displayed, to claim victory.
- They may be used even during the turn they were bought.

(One of each 3/4 players - two 5/6)



## Largest army

### Knights

The first settler to gain three knights takes ownership of the largest army card, which is worth 2 victory points.

If another settler gets more armies, they take the card.

## Longest road

### Roads

The first settler to build five consecutive roads takes ownership of the longest road card, which is worth 2 victory points.

If another settler gets more roads, they take the card.

If another settler manages to build a settlement on an intersection of terrains along the road, it splits the road at that point.

**Then**, if a sole settler has five or more roads, they take the longest road card. Otherwise, or if there's a tie for longest, it goes back to the bank.

## Next, choices

After the allocation of resources or moving the robber, trading, building, and buying may be undertaken - in any order.

## Trading

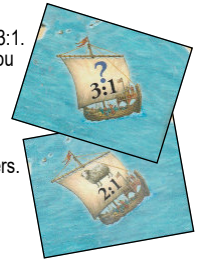
It may be easiest to do trading first, but it doesn't have to be that way.

Resource-trading takes place between settlers, or across the seas. You don't have to be settled at a harbour to trade overseas, but it may make things a bit easier if you are..

- Between settlers, announce what resources you want and what you'll pay.
- Others are permitted to offer you a trade, but they cannot trade with each other.
- Mixtures of resources can be traded between settlers.
- Nobody is allowed to simply give resources away.

## Overseas trade

- Even if not settled at a harbour you can trade overseas, at the rate of 4:1 (you release four identical resources) ~ without being anywhere near the sea.
- If you own a harbour (settled there) you can trade at the rate of 3:1. You release 3 of a single resource and gain 1 of a resource you desire.
- If you own one that's associated with resources, as shown on the boat's sail, the rate of trade is 2:1 in that resource.
- Only the resource shown can be traded at that harbour: no others.



## Having traded

Resources can immediately be used for building roads, settlements, or cities.

It's also possible to buy Development Cards

And to play Development Cards that have been bought **earlier**.

They are discarded after being played and actioned.

Victory cards can be used immediately ~ so they can be put to use in claiming victory.

## Building & buying

### After trading is finished.

Settlers can build and buy as much as they choose.  
Resource cards that are used to buy go back to the bank.

All settlers have a card that shows what the various building costs are.

### Building roads

These must join sections of road that are already present, which themselves will link to settlements & cities.

### Building settlements - worth 1 victory point

- These may be built at junctions on a road that already is present, or in conjunction with the building of an entirely new road.
- They can be built part way along a road.
- They cannot be built where there is a settlement at any of the three adjacent junctions.

### Building cities - worth 2 victory points and extra resources

- They upgrade existing settlements: settlements return to the settler's stockpile.
- A city can replace a settlement built earlier in the same turn.
- Cities receive double resources if their terrain-number is thrown.

### Buying Development Cards

These cannot be traded or given away ~ they are kept secret from others until played.

### Playing Development Cards

Cards bought previously can be played, though Victory cards can be used immediately they are bought (to claim victory).

Action cards are discarded after being played and put into action.

## Developments - and their cards

### How to acquire them

Are nine different **development** opportunities, which can be bought on your turn.

- They cost one each of wool, grain, and ore.
- There are four below, and five more overleaf.
- You can buy as many as you wish.

### These four are powerful when they are played

- Keep them unseen until they're used in play later (*not in the same turn as bought*).
- Only one may be played each turn ~ play it, take its actions, and leave it face up.
- They may be played before rolling the dice.

### Knight

The robber must be moved to any other terrain. Then, one resource can be stolen from a settlement/city adjacent to it. Claim largest army if appropriate (*overleaf*).

Keep on display.

(Fourteen cards 3/4 - twenty 5/6)

### Road building

Place two new roads, and claim the longest road if appropriate (*overleaf*).

(One card 3/4 - two 5/6)

### Monopoly

Put on a hard-hat, and name a resource.

All other settlers must give you all their in-hand resources of that type.

(One card 3/4 - two 5/6)

### Year of plenty

Take any two resource cards from the bank.

(One card 3/4 - two 5/6)

These are discarded once played.

