

Catan player-leaflets

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



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

This players' leaflet gives ...

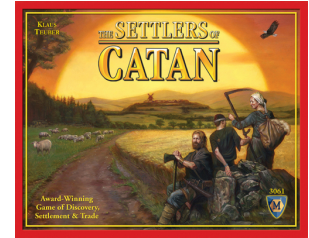
1. a rules resumé
2. a guide to elements
3. a guide to turn taking
4. special cards and actions



The cheesy page at the end contains suggestions that have been made by one of the generous Catan keenies at BoardGameGeek - much appreciated.

The idea is that if a player gets no resources from a dice-roll (not including the 7), they at least get a slice of hard cheese.

Once they have as many cheeses as their visible Victory points-score, during their turn they may exchange all the hard cheese for one resource card of their choice.



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.



Finishing

Who wins, how, and when?

Everyone seeks to build settlements and roads, and to thrust forward most powerfully.

They also want advantages - such as the longest road and the biggest army.

Victory points are acquired, and are based on the growth that settlers have been able to achieve.

Each settlement is worth 1 Victory Point - cities are worth 2.

The winner

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

Starting

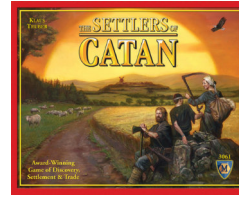
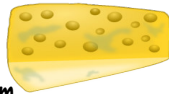
- Everyone receives five settlements, four cities, and fifteen roads.
- The dots on terrains' numbered discs indicate the chances of that number being thrown. The more dots, the greater the chances of the number coming up.
- First settler places a settlement and an adjoining road.
- The others follow suit, clockwise.
- Settlements **cannot** be placed on a junction that has another settlement already on any of the three adjacent junctions.
- 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.

Hard cheese

Optional variation - from a BoardGameGeek forum

If someone gets no resources from a dice-roll (*except when **nobody** gets any*), they at least get one slice of hard cheese.

At their turn, if they have the same number of cheeses as they have **visible** Victory points, they can exchange all the hard cheese for one resource of their choice.



Settlers of Catan

5 & 6 players

Settle on Catan, build roads, grow armies and more, and accrue Victory Points. The first to get 10 VP's declares victory.

Catan is an island made up of tiles, representing different types of **terrain**.

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

Terrains produce essential resources for aspirant settlers.

There's desert too, 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 settlements gain resources for all settlements or cities that lie alongside terrains that display the combined value of the dice.
- Each settlement gains one resource, and each city gains two.
- If there is not enough of a resource to supply everyone, then nobody gets any.

Take Note

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

There are 24 of each resource.

You have NO choice - throwing a 7 means 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, or to a 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 their ill gotten gains.

Next, choices

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

Special building phase

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, that 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.

Settler two now 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.

March 2021 official rules update

Tips

- Bricks and timber are in great demand in the early stages. Early settlements may be positioned so they can take advantage of this.
- The dots on the terrain numbers relate to the chances of them being thrown. Number 7 is the most likely to crop up - the robber.
- Some harbours will trade in resources produced by terrains where players are settled, so can facilitate overseas tradings, just in **those** resources ~ at 2:1.
- Leave room to expand, especially at the outset.
- Beware getting trapped or surrounded, or it could be the end of your fun on the island.
- Trading may improve chances of gaining resources. 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

Yellow cards 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 when claiming victory.
- They may be used even during the turn they were bought.

(Two of each in the game.)



Knights - and largest army

The first settler to have three **knights** laid before them takes ownership of the **largest army** card, which is worth 2 victory points.

Whenever another settler gets **more** armies, they take the card.

Laying down roads - and the longest road

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 builds a settlement on an intersection of terrains along the road, it splits the road at that point.

Then, if a just one of the settlers has five or more roads, they take the longest road card.

If nobody has five or more, or if there's a tie for longest, it goes back to the bank.

Trading choices

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 easier if you are.

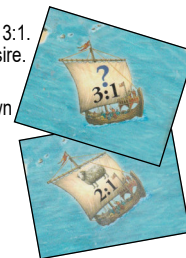
Trade between settlers

- Between settlers, announce what resources you want and what you'll pay.
- Others are permitted to offer you a trade. They cannot trade with each other.
- Mixtures of resources can be traded.
- 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 resource and gain 1 of a resource you desire.
- If you own a harbour 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.



Having traded

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

It's also possible to **immediately** buy Development Cards.

Development Cards that have been bought **earlier** can be played. They are discarded after being played and actioned.

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

Building choices

Best done after trading is finished.

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

Roads

These must join sections of road that are **already** present, which themselves will link to the settler's other roads ~ onward to their settlements & cities.

Settlements - worth 1 victory point

- These may be built at any point on a road that already is present, or in conjunction with the building of a new section of 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.

Cities - worth 2 victory points and extra resources

- They upgrade existing settlements: returned 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 choices

Buy Development Cards

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

How to acquire them

Are several different **development** opportunities. They can be bought on your turn.

- They cost **one each** of wool, grain, and ore.
- They are shown on pages 5 and 6.
- You can buy as many as you wish.

Developments

Playing Development Cards

Cards bought **previously** can be played.

Victory cards can be used immediately they are bought (if ready to claim victory).

Action cards are removed after being played and actioned.

These four are powerful when 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. One resource can be stolen from a settlement/city adjacent to it. Claim largest army if appropriate (*overleaf*).

(Twenty cards)


These are discarded once played.

Road building

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

(Two cards)

Monopoly

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

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

(Two cards)

Year of plenty

Take any two resource cards from the bank.

(Two cards)



