

Catan players' leaflets

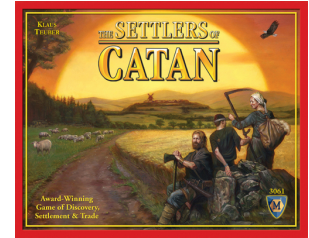
Don't print this - the leaflet starts on page 3



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, which includes the extra rule for 5/6 players (*there's just one*)
2. a guide to elements
3. a guide to turn taking
4. special cards and actions



The cheese comes from suggestions made by a generous Catan keeny at BoardGameGeek - much appreciated. (*see page 8 of leaflet*)

- 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.

Setting up

Terrains

These can be dispersed randomly.

For non-beginners, it may help to ensure that deserts are not bordering the sea, since that immediately neutralises at least 25% of their effects.

Number tokens

To achieve a dispersion of the dice-numbers that is well balanced, follow the layout guidance. That is, starting at any of the corner hexagons, lay the tokens out in ascending alphabetical order, going around the island in clockwise or anti direction. If a desert crops up, just skip over it.

- ▶ There are excellent apps for setting up well structured board layouts - searching for "catan board layouts" does the trick.

Five or six players

- In the 5/6 player game, the eleven ship-tokens can be dispersed randomly around all the harbours.
- The guide-sheet for the expansion makes it clear how the island and its terrains are laid out, which is very much the same, but with more materials, differently labelled on the rear of the tiles.

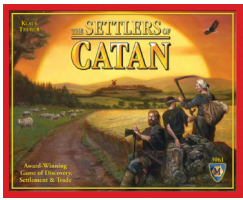
Printing

Created at A4 size, then folded.



Print on card if possible





Settlers of Catan

4 to 6 players

► First to get 10 Victory Points wins.

Catan island is made up different types of **terrain**.

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

Terrains produce essential **resources** for aspirant settlers.

There are deserts too, where a robber hangs out at the start - they're **not** productive!

Around the island there are **harbours**, used for overseas trading.

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. (Also used to buy development cards.)



Starting out - section 8

1

Each turn

Roll both dice

- All settlers gain resources for all settlements or cities that rest alongside terrains displaying the combined value of the dice.
- Settlements gain one resource, and **cities** gain two.
- If there is not enough of a resource to supply everyone, **nobody gets any**.

If the Robber's on a terrain with the number thrown, nobody adjoining it gets resources.

Throwing a 7 means move the Robber - you have NO choice

- Nobody gets 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 islander 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, three options

After the allocation of resources or moving the robber, the settler may undertake these actions - in any order

- trading (section 3),
- building, and buying (section 4).

2

Trading

It may be easiest to do trading first - that's optional.

Resource-trading takes place between **settlers**, or across the **seas**.

You don't have to be settled at a harbour to trade overseas.

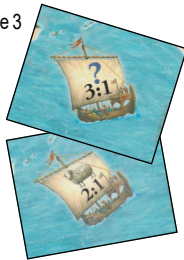
Trade between settlers

- 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, without being anywhere near the sea. The rate is 4:1 (you release four identical resources).
- If settled at a 'standard' harbour you can trade at 3:1. You release 3 of one resource and gain 1 of another resource.
- 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, what next ...

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.

Victory cards can be used **immediately** or kept hidden for later. When used immediately, they can be put to use in claiming victory.

3

Building

May be left until trading is finished.

Settlers can build and buy as much as they can afford.

Resource cards that are used for purchases 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 do **not** act as blocks to a road's progress: no matter who owns them.

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 an established road.
- They cannot be built where there is habitation at any of the three **adjacent** junctions.

Cities - worth 2 victory points and extra resources

- They upgrade existing settlements, which are 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

Buy Development Cards

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

How to acquire them

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

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

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Development cards

Playing Development Cards

Cards bought **previously** can be played.

Victory cards can be used immediately they are bought (*if you're going to claim victory*).

Progress action cards (*green*) go back in the box after being played and actioned.

These cards are useful during play

- 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.

Knights - lots of them !

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.



Road building

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

Year of plenty

Take any two resource cards from the bank.

These are removed once played.

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These are powerful later

Yellow cards are developments

- 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 until they need to be displayed claim victory.
- They may be used to claim victory during the turn in which they were bought.



Grab loads of knights & roads

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.

If ever 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** sections within a road, they take the card.



If a settler builds a settlement along a road, it splits the road at that point. It may split the longest road.

If this happens, and if 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, the card and its Victory Points go back to the bank.

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Special building phase

► 5 and 6 players 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. (*Not all, as in the expansion's original rules.*)

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

During the settler's turn, that settler acts as if they were settler one.

So, when **one** completes their turn, **two** gets a special turn.

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

They also may play a Development Card. *Not a Knight.*

Nothing else.

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

March 2021 official rule update.

catan.com/catan-fans/news/catan-universe-5-6-player-extension-new-rule-now-available

Bear in mind

- Bricks and timber are in great demand in the early stages. Early settlements might be positioned to 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.
- Harbours can be helpful.
- Some harbours trade in specified resources. They can facilitate overseas tradings, just in **those** resources ~ at 2:1. Other trade in any resource, at 3:1.
- 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.

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Finishing

Who wins, how do they win, and when do they win?

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 achieved.

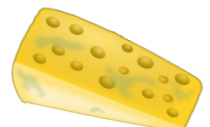
Each settlement is worth 1 Victory Point - cities are worth 2.

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.
- Dots on numbered discs indicate the chances of that number being thrown.
- First settler places a settlement and an adjoining road .
- The others follow suit, going clockwise.
- Settlements **can never** 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 terrains adjoining their two settlements.
- 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.

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