Settlers of Catan

Description
Catan Map

STARTING MAP FOR BEGINNERS

Beginners should set up the game according to the example shown here. Begin game with the resource cards produced by the 3 terrain areas around the settlements marked with white stars. See ★.

DICE ROLL ODDS
2 & 12 = 3%
3 & 11 = 6%
4 & 10 = 8%
5 & 9 = 11%
6 & 8 = 14%
7 = 17%

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

- **Map Items**
  - **Terrains**
    - 6 Types
    - Ore(3), Grain(4), Lumber(4), Wool(4), Brick(3)
    - Desert
  - **Harbors**
    - 4 Generic
      - Trade at 3:1
    - 1 for each Resource
      - Trade at 2:1
    - Must be on a Coast Hex
  - **18 Number Tokens (Chits)**
    - 2(1), 3(2), 4(2), 5(2), 6(2), 8(2), 9(2), 10(2), 11(2), 12(1)

- **Resource Cards**
  - 19 each of Ore, Grain, Lumber, Wool, and Brick

- **Development Cards**
  - 14 Knight/Soldier Cards
  - 6 Progress Cards
    - 2 Road Building Cards
    - 2 Year of Plenty Cards
    - 2 Monopoly
  - 5 Victory Point Cards

- **Longest Road Card**
- **Largest Army Card**
- **Cities** - 4 for each player
- **Settlements** - 5 for each player
- **Roads** - 15 for each player
- **The Robber**
Action

• Setting Up
  — Take 2 Turns Setting Up
    • Place Settlement and Road each turn
    • First shall be Last Rule
  — Receive Resource Cards
    • 1 for the resource produced by each hex around your second settlement
  — The first player to start setting up starts the first turn

• Turns
  — Roll for resource
    • Result applies to all players
  — (Domestic) trade with other players or (Maritime) trade with the Bank
  — Build roads, settlements or Cities, buy Development Cards
Actions Continued

• Rolling the Dice
  — The roll of a dice indicates 1 or more Hexes on the map determined by the placing of the Number Tokens
  — Each Player receives 1 Resource Card for each Settlement and 2 Resource Cards for each City adjacent to the selected Hex(es)

• Rolling a 7
  — No one receives a Resource
  — Every player with more than 7 resource cards must return half (rounded down) to the Bank
  — Move the Robber to any Hex
  — Take a random Resource Card from one player who has a City or Settlement adjacent to the Hex
  — The hex containing the robber does not produce resources, even if its number is rolled
Actions Continued

• Playing a Development Card
  — Knight/Soldier Card
    • Move Robber to Hex of your choice – see last part of rolling a 7
  — Progress Cards
    • Road Building
      — Place 2 free Roads
    • Year of Plenty
      — Take any 2 Resource Cards
    • Monopoly
      — Name 1 resource and take all of that resource from every other player
  — Victory Point Card
    • Played when winning the game

• Building a Settlement
  — Costs 1 Brick, 1 Lumber, 1 Grain, and 1 Wool
  — Must be placed on an empty Intersection
  — Can have no other City or Settlement on adjacent Intersection

• Building a City
  — Cost 2 Grain and 3 Ore Cards
  — Replaces a Settlement

• Building a Road
  — Costs 1 Brick and 1 Lumber
  — Must be adjacent to one of your Roads, Settlements, or Cities
Rules

• Trade Rules
  — 4:1 with Bank for resource of your choice
  — 3:1 at Generic Harbor you own for Resource of your choice
  — 2:1 at Resource Harbor if you own the Resource Harbor. You may only trade two cards indicated by Harbor type for resource of your choice.
  — You own a Harbor if you have a City or Settlement next to the Harbor

• Points
  — You get 1 point for each Settlement
  — 2 points for each City
  — 2 points for the Longest Road Card
  — 2 points for the Largest Army Card
  — 1 point per Victory Point Card
  — The game ends when the first player gets 10 or more points on their turn
Rules

• Building Costs
  — Road: 1 Brick and 1 Lumber
    • Must adjacent to one of your Roads, Settlements, or Cities

  — Settlement: 1 Brick, 1 Lumber, 1 Grain, and 1 Wool

  — City: 2 Grain, 3 Ore

  — Development Card: 1 Wool, 1 Grain, 1 Ore
    • The Development Card Received is randomly chosen from the unowned Development cards

• Largest Army Card Belongs to Player
  — Has at least 3 Knight/Soldier cards showing
  — Has more Knight/Soldier cards showing than other players
  — In case of a tie the player that claimed the Largest Army Card first keeps it
  — If no one satisfies this rule then no player owns the Largest Army Card
Rules

• Longest Road Card Belongs to the Player who
  — Has the longest connected sequence of road pieces of every player
  — The longest sequence must have at least 5 road.
  — No intersection of road pieces in the sequence may contain another players City or Settlement
  — A cycle cannot be used to increase the road length.

• Longest Road Card Belongs to the Player who
  — Has more roads built than any other player
  — Has at least 5 roads built
  — In case of a tie the person that claimed the Longest Road Card first keeps it
  — If no one satisfies this rule then no player owns the Longest Road Card