Welcome to Catan

Catan - Setup
Hexes are laid out randomly
Numbers are laid on top randomly (no number on the desert)
6s and 8s cannot be next to each other
The robber is placed on the desert hex
The oldest player goes first, and play proceeds clockwise
Each player in turn places their first settlement and a connecting road
When all players have placed their first settlement, they then place their second settlements
Second settlements also have one attached road, and are placed in the reverse order to first settlements
The second settlements earn resources from their surrounding hexes

Catan - The Turn
Part 1: Dice Roll
The player rolls the dice
Any hex with a number matching the roll produces one resource for each settlement (two for each city) bordering it
If you roll a seven, you activate the robber

Part 2: Trade
Trade with other players, ports or the bank

Part 3: Building
Resources can be exchanged for roads, settlements, cities or development cards
Roads must connect to other roads
Each settlement must connect to one of your own roads
Settlements cannot be built adjacent to another settlement
Cities are upgraded settlements
The turn ends when you pass the dice to your left

Catan - Trading
You may trade with the bank at a 4:1 ratio (4 of the same card for one of your choice)
If you have a settlement at a standard port, you can trade any resource at 3:1
Marked ports allow specific resources to be traded at 2:1, but no other trades
Only the player whose turn it is may offer, or be offered, trades
Players may only trade resource cards (not development cards)

Catan - The Robber
The robber must be moved to a new hex
A hex with the robber produces no resources
When a seven is rolled, anyone with more than seven resource cards must select half, rounded down, and return them
When you place the robber on a new hex, pick a player with an adjacent settlement and steal a random resource card
The robber is moved when someone rolls a seven or plays a knight card

Catan - Development Cards
Development cards can be purchased from the bank
A development card can be played at any point during your turn (one per turn)
Development cards cannot be played on the turn they are purchased
Victory Point development cards should not be played until you are declaring victory!

Catan - Building Costs
Road
Brick, Lumber
Settlement
Brick, Lumber, Grain, Wool
City
2 Grain, 3 Ore
Development Card
Wool, Grain, Ore

Catan - Useful Websites
Official Site
http://www.catan.com
Catan at BoardGameGeek
http://boardgamegeek.com/boardgame/13/the-settlers-of-catan
Strategy Tips
http://www.settlers-strategy.com
Catan Introduction Video
http://youtu.be/tuk23A27osg

Catan - Alternative Rules: Layout
Hexes stay hidden until bordered by a road or settlement
Numbers stay hidden until bordered by a road or settlement
Hexes and numbers stay hidden until bordered by a road or settlement
You can not start with settlements bordering 6s or 8s
6s and 8s must be on unique resources

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Catan - Alternative Rules: Gameplay

- If you roll a double, you get to roll again! Three doubles and you lose your resources.
- If a 2 or 12 is rolled, it counts as both a 2 and 12.
- If a die rolls off the table, re-roll!
- Whenever you place a settlement or city you get a development card.
- Deserts are "gold" - your choice of resource
- Unoccupied hexes received resources and the first to build next to a hex collects the accumulated cards
- Settlements can be built next to each other, but cities can not
- Settlements and cities can be built next to each other

Catan - Alternative Rules: Win Conditions

- To win, you need at least 10 V.P.s, and two more than the next highest scoring player
- No hidden V.P.s - V.P. cards must be laid down immediately
- First to 4 cities wins
- Equal longest roads or largest armies get 1 V.P. each
- "Longest Turn" card, worth -2 V.P.s

Catan - Alternative Rules: Robber

- When a 7 is rolled you can put the robber on any hex. If no settlements or cities border that hex you can take one of that hex's resource
- The robber cannot be moved for the first two rounds
- If a 7 is rolled, everyone picks the resource of their choice
- The robber cannot be placed on a hex bordered by somebody with only two V.P.s
- The robber can remain on the same hex when a seven is rolled or knight is played
- When a player rolls a seven or plays a knight, they can be bribed!
- The robber only blocks a hex from producing, no cards are lost

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