



The Settlers of Catan

by Klaus Teuber



Almanac

A L M A N A C

This “Settlers’ Almanac” contains detailed examples and rules for *The Settlers of Catan*. These are not the “Game Rules”! You do not have to read this material prior to your first game. Instead, use the Game Rules. Then read this to enjoy the complete experience.

This almanac includes advanced rules and clarifications. You can also refer to this booklet if any questions arise during a game.

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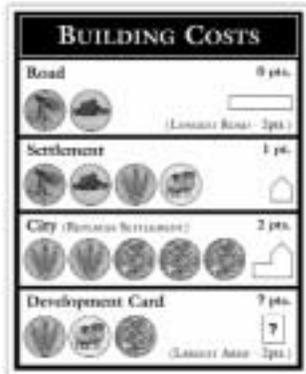
BUILDING

You may build after you have rolled for resource production and finished trading. To build, you must turn in certain combinations of resource cards. (The resource cards are returned to the appropriate piles.) You can build as much as you like or purchase as many development cards as you choose—until you elect to stop building or you exhaust your supply of resource cards.

Note: See also Building Costs, Roads, Settlements, Cities, and Development Cards.

Your turn is over when you have finished building and you pass the dice to the player to your left, who then continues the game.

BUILDING COSTS



The Building Cost Cards show what can be built and the resources required. When you pay building costs, you return the required resource cards to their respective resource piles. You can build settlements and roads. Additionally, settlements can be upgraded to cities (even during the same turn you build that settlement). You can also buy development cards.

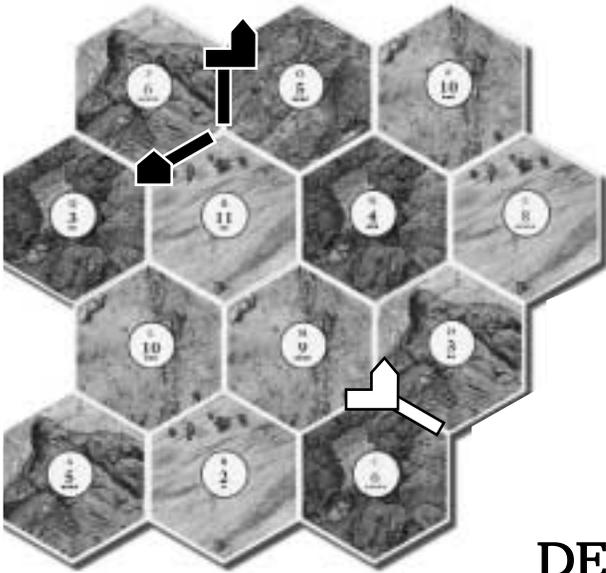
CARDS

See the entries for Development Cards, Resource Cards, and Special Cards below.

CITIES

Only an existing settlement can be upgraded to a city. You can, however, build and then upgrade a settlement during the same turn. When you upgrade a settlement to a city, pay the resource cost, take the settlement off the board, and place a city on the intersection. Return the settlement to your stock.





Each city is worth two victory points. Its owner receives two resource cards from each hex adjacent to the city when those hexes produce.

Example: On a resource production roll of “6,” the black player gets three ore cards; one for the settlement and two for the city. The white player gets two lumber for his city.

Hint: It is practically impossible to win the game without converting settlements into cities. Since each player has only five settlements, these can only give the player five victory points!

DESERT

The desert is the only terrain hex that produces no resources. The Robber begins the game on the desert hex. Players who build a settlement or city adjacent to the desert should realize that only two of the three terrain hexes will produce resources.

DEVELOPMENT CARDS

You can buy development cards with a combination of one wool, one grain, and one ore. These cards allow you to acquire victory points, obtain resources or roads, or move the robber and attack other players' resources. Players keep their development cards concealed until they are played. This leaves the other players in the dark.

There are three types of development cards: soldiers, progress, and victory points. (Also see Progress Cards.) The specific cards are as follows:



Soldier

Move the Robber and steal one resource from a player with a city or settlement adjacent to the Robber.

Year of Plenty (Progress)

When you play this card, take two resources of your choice from the bank and add them to your hand. These resources may be used to build immediately.

Monopoly (Progress)

When you play this card, announce one type of resource. All other players must give you all their resource cards of that type.

Road Building (Progress)

Place two new (free) roads as if you had just built them.

Victory Point Cards (1 Victory Point Each)

Victory point cards include:

- Chapel
- Governor's House
- Library
- Market
- University of Catan

DEVELOPMENT CARDS, PLAYING

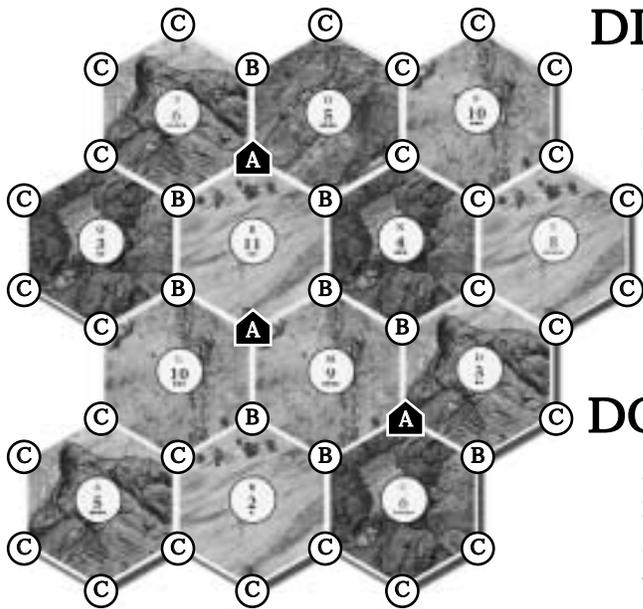
There are three types of development cards: soldiers, progress, and victory point cards. Players keep their development cards concealed until they are played, to keep the other players in the dark.

A player may play only one development card during his or her turn — either one soldier card or one progress card. The card can be played any time during the player's turn. The player may not, however, play a card that was purchased during that turn.

Exception: *You may play any number of victory point cards in any given turn.*

Usually, victory point cards (one or more) are uncovered at the end of the game, when the player has reached ten points (including the victory points from the development cards of course!) and the game is over.





The Distance Rule

DISTANCE RULE

A settlement can only be placed on an open intersection if there are no settlements or cities on the three adjacent intersections.

Example: Since the “A” intersections already have settlements, no settlements may be placed on the “B” intersections. Settlements can be placed on the “C” intersection if the road requirements are met.

DOMESTIC TRADE

After rolling for resource production, a player may trade resources with the other players. The terms of the trade are entirely at the players’ discretion. Only the player whose turn it is may trade; the other players may not trade with each other.

Example: It is Bob’s turn, and he needs one brick to build a road. He has two lumber and three ore. Bob asks: “Who will give me one brick for one ore?” Matt replies: “If you give me three ore, I’ll give you two bricks. Emily counters: “I’ll give you one brick if you give me one ore and one lumber.” Bob accepts Emily’s offer and trades a lumber and an ore for a brick.

Important: Since it is Bob’s turn, Emily and Matt may not trade with each other.

ENDING THE GAME

If a player has or reaches ten victory points during his turn, the game ends immediately. The player is heralded as the Lord of Catan, and receives the eternal gratitude and love of the people of Catan forever. Or at least until the next game starts...

Example: A player has two settlements (2 points), the “Longest Road” (2 points), two cities (4 points), and one victory point card. He buys a development card and gets another victory point card. The player uncovers both victory point cards and wins the game.

GAME COMPONENTS

Each game includes the following components:

- 37 Hexagonal terrain tiles:
 - 4 Forest
 - 4 Pasture
 - 4 Fields
 - 3 Hills
 - 3 Mountains
 - 18 Ocean (9 with, and 9 without harbors)
 - 1 Desert
- 95 Resource cards, including:
 - 19 Lumber (from forest)
 - 19 Wool (from pasture)
 - 19 Grain (from fields)
 - 19 Bricks (from hills)
 - 19 Ore (from mountains)
- 25 Development Cards:
 - 14 Soldiers
 - 6 Progress
 - 5 Victory Points
- 4 Building Cost Cards
- 2 Special Cards:
 - Longest Road
 - Largest Army
- Playing pieces in 4 colors:
 - 16 Cities (churches)
 - 20 Settlements (houses)
 - 60 Roads (bars)
- 18 Number markers (tokens)
- 1 Robber piece (black)
- 1 Game Rules
- 1 Settlers' Almanac
- 1 Starting Setup Sheet (with Game Overview)
- 2 Dice

GAME PLAY

Game play occurs after setup. Setup is variable. (See Starting Setup in the “Game Rules” or “Setup Phase” below.)

The first player starts. Each player does the following, (in order) during his turn:

- Plays one development card at any time, even before rolling the dice (optional).
- Rolls for resource production (mandatory).
- Trades (optional).
- Builds (optional).
- Then passes the dice the player on the left, who continues the game (mandatory).

HARBORS

To control a harbor, you must build a settlement on a coastal intersection marked with a semicircle. Harbors give you a more favorable trade ratio (see Maritime Trade).



INTERSECTIONS

Intersections are the points where three hexes meet. Settlements may only be placed on intersections. Since each intersection touches three hexes, settlements and cities can collect resources from (i.e., control) those three adjacent regions.

LARGEST ARMY

The first player to play his third Soldier card during his turn receives this special card, which is worth two victory points. The player places this card face up in front of him. Only one player can possess this card. If another player uncovers more Soldier cards than the player who controls the Largest Army, then the card transfers to that player.

LONGEST ROAD

The first player to build a continuous road of five or more pieces receives the Longest Road card, which is worth two victory points. The player places this card face up in front of him. Note that branch roads do not count. Only count the longest single chain of continuous pieces.

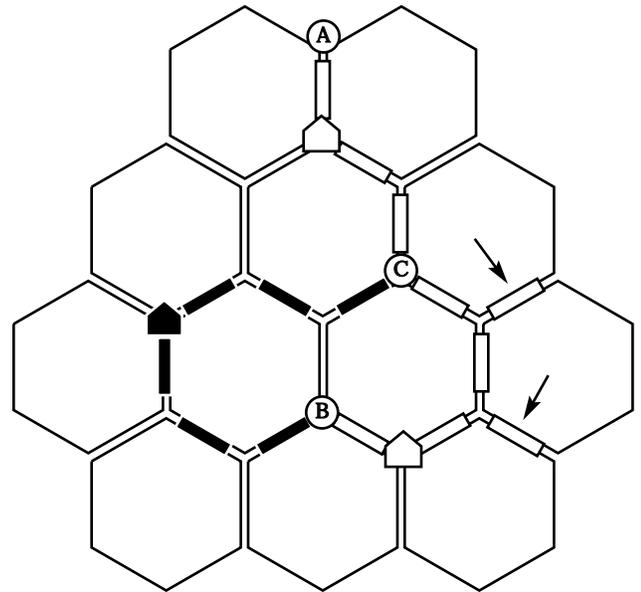
If another player builds a longer road, then the card transfers to him.

Example: *The white player has built a seven-part road between intersections A and B, and gets the Longest Road card (the branchings, marked with arrows, do not count).*

The road can be broken!

Example: *If the black player manages to build a settlement on intersection C, then the road is broken, and the black player gets the card, since his road is now the longest.*

If, after a road is broken, there is a tie for the longest road, no player gets the card. The card comes into play again when only one player alone has the longest road.



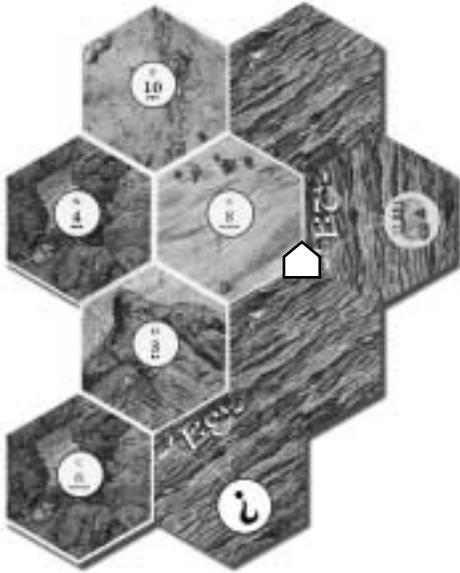
MARITIME TRADE

During your turn you can trade with the table (as opposed to other players) via maritime trade.

The most basic and unfavorable maritime trade is based on a ratio of 4:1. The player discards four identical resource cards and takes one resource card of his choice. No harbor is required.

Example: *Bob returns four ore cards to the pile and takes one lumber card. It would, of course, be better to trade with the other players, but if no one wants to trade...*

Players with cities or settlements on harbors can trade more effectively. There are two types of harbors:



Generic Harbor (3:1):

You can trade any resource at a generic harbor, which is denoted by a “?” symbol on the adjoining ocean hex. During the trading phase a player with a generic harbor may trade resources at a 3:1 ratio.

Example: Bob returns three wool cards to the pile and takes one ore card.

Special Harbors (2:1):

Special harbors are associated with a specific resource, which is illustrated on the white harbor symbol. A player with a special harbor can trade 2 of the indicated resource for 1 of any resource. Since the favorable trade ratio of 2:1 only applies to one resource, production of that resource is the key to your success with this type of harbor.

Example: The player has a settlement on the wool harbor. He can therefore trade two wool for the resource of his choice (in this case ore). The player can also trade in four wool cards for two cards of his choice, or six wool for three cards, etc. A special harbor does not entitle a player to a 3:1 trade.



NUMBER MARKERS (TOKENS)

These circular markers (tokens) are marked with the numerals “2” through “12” on their fronts. There is only one “2” and one “12.” There is no “7.”



The more often a number is rolled, the more often each associated hex produces resources. Note the dots (pips) beneath the numbers on the markers. The larger the number of pips, the more likely it is that number will be rolled. The “6” and the “8” are the most frequently rolled numbers. They each have five dots because there are five ways to roll these numbers on the two dice.

The small letters on the top of the number markers are important during the setup phase (see Setup Phase).

PATHS

Paths are defined as the edges where two hexes meet. Paths run along the borders of two terrain hexes (one of which must be a land hex). One road can be built on each path. Each path leads to an intersection, which is the point where three hexes meet.

PROGRESS CARDS

Progress cards are a type of development card. There are two of each:

Monopoly: The player playing this card chooses one type of resource, which all the other players in the game must hand over to him. The other players must surrender all resources of that specific type in their hand to the moving player.

Road Building: When this card is played, the player may immediately place two free roads on the board. The usual placement rules apply.

Year of Plenty: When this card is played, the player immediately gets two resources of his choice. The player may immediately use these cards to build.

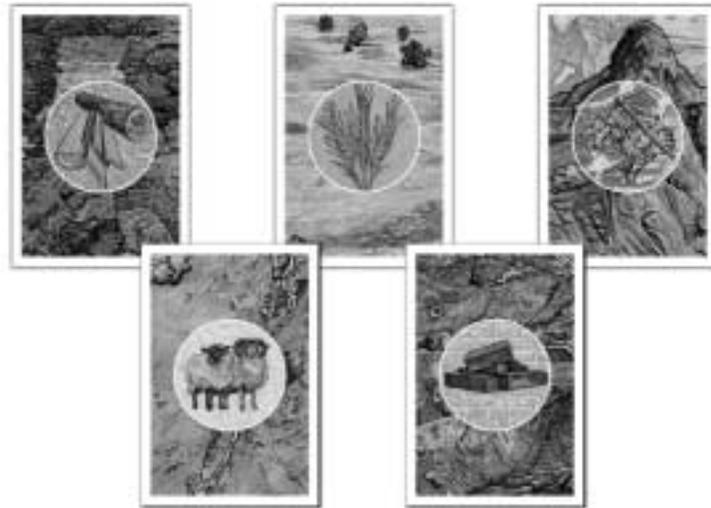


RESOURCE CARDS

There are five types of resource cards: bricks, grain, lumber, ore, and wool. (Also see Game Components.) Players acquire these cards as resource production; the income of the terrain adjacent to their settlements or cities.

Players keep resource cards concealed in their hand.

If a type of resource card should run out, players cannot acquire that resource (except through trades with other players) until those resource cards are used for building or Maritime Trade, or if they are lost to the Robber.



Resource Cards (left to right):
Lumber, Wool, Grain, Bricks, and Ore

RESOURCE PRODUCTION

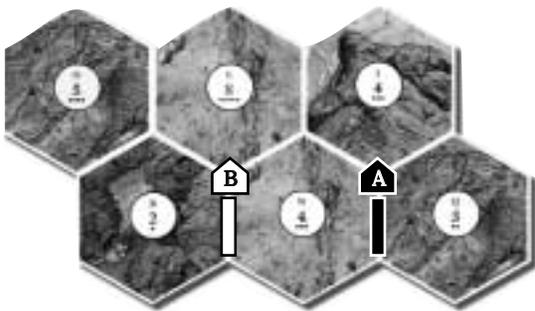
The first thing a player does during his turn is to roll for resource production. The number rolled determines which hexes produce resources. (On a roll of “2” or “12,” only one hex produces resources.)

There are five terrain types (six if you count desert) on Catan. Each terrain type produces a different type of resource (raw material):

| Terrain | Resource |
|-----------------|----------------------|
| Forest | Lumber (aka “Wood”) |
| Pasture | Wool (aka “Sheep”) |
| Fields | Grain (aka “Wheat”) |
| Hills | Bricks (aka “Clay”) |
| Mountains | Ore (aka “Rock”) |
| Desert..... | Nothing (aka “Nada”) |

All players who have settlements or cities adjacent to those hexes receive the resources those hexes produce. Settlements produce one resource per hex; cities produce two resources per hex.

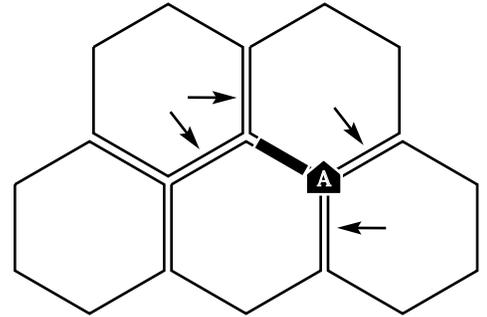
Example: *The player who owns settlement A has rolled a “4.” His settlement is adjacent to two hexes containing the “4” chip: mountains and pasture land. He takes an ore and a wool, and player B takes one wool. If settlement B were a city, then the player would get two wool.*



ROADS

Roads form connections between settlements or cities. Roads are placed on paths. Without building roads, you cannot build new settlements. Roads only provide you victory points if you hold the Longest Road card (see Longest Road).

Example: The player with settlement A would like to build a road. The player may build the road on any of the paths marked with arrows. Only one road may be built on each path. No roads may be built between ocean hexes, but players can build roads along the coast.



ROBBER

The Robber (black figure) is placed on the desert at the beginning of the game. It is only moved when a player plays a Soldier card or rolls a “7.”

A hex containing the Robber produces no resources when the number of that hex is rolled.

ROLLING A “7” AND ACTIVATING THE ROBBER

If a player rolls a “7” for resource production, none of the players receive resources. Each player then counts the resource cards in his or her possession, and any player with more than seven resource cards must choose half (round down) and return them to the resource piles.

Example: Bob rolls a “7.” He has six cards in his hand, Benny has seven, and Guido eleven. Guido must discard five cards (round down). Guido selects three lumber and two wool cards and returns them to the pile.

Then, the player who rolled the “7” moves the Robber to the numbered hex of his choice. (The Robber may not be moved back to the desert.)

The player may then take one resource card from one of the players who has a settlement or city adjacent to the Robber. The player pulls the resource card randomly from the other player’s hand (see Soldier).

The player continues his turn with the trading phase.

SETTLEMENTS

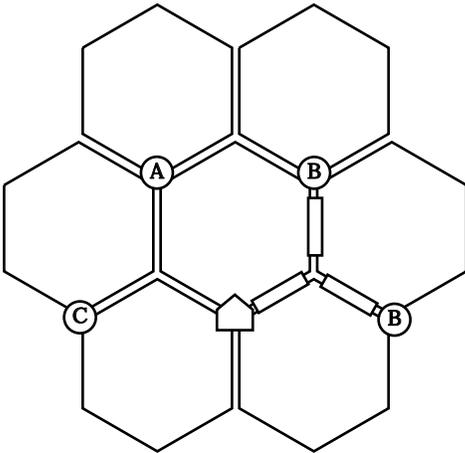
A settlement is worth one victory point. Settlements are placed on intersections where three hexes meet. A player with a settlement collects resources from all three adjacent hexes.

Two conditions must be met when building a settlement:

1. A settlement must always be connected to the player's own road.
2. The "distance rule" must be observed.

Example: The white player would like to build a new settlement. He may do so on all intersections marked with a "B." He cannot build a settlement on intersections A and C, since he has no roads leading to those intersections.

Note: If a player has built five settlements, he must first convert a settlement into a city before building another settlement.



SETUP PHASE

After the variable map has been built (see page 14), each player chooses a color and gets the corresponding game pieces: five settlements (houses), four cities (churches), fifteen roads (bars) and one building cost card.

The resource cards are sorted and placed face up in five piles next to the board.

Take out the dice and the two special cards (Longest Road and Largest Army).

The Robber is placed on the desert.

The setup phase has two rounds, during which each player builds a total of two settlements and two roads.

Round One

The player who rolled highest starts. (This differs from the Beginners' Game, where the oldest player goes first.) He places a settlement on the intersection of his choice and then places a road adjacent to the settlement. Each player in clockwise order then places one settlement and one road in the same manner.

Note: The distance rule always applies when placing settlements!

Round Two

Once all of the players have built their first settlements and roads, the last player of the first round begins round two. That player starts round two by placing his/her second settlement and road.

Note: Play continues counterclockwise, so that the first player in Round One is now the last player to place his settlement and road.

The second settlement can be entirely independent of the first, as long as the distance rule is observed. The second road must be placed adjacent to the second settlement.

Players get their first resources immediately after founding their second settlement; they get one resource for each terrain their second settlement is adjacent to.

The last player to place a settlement begins the game; he rolls for resource production and begins the first turn.

You can find helpful hints about the setup phase in the Tactics section.

SETUP, VARIABLE

Separate the land and the ocean hexes.

Shuffle the land hexes face down, and starting with the topmost one, lay out the tiles as shown in the illustrations (Figures 1-4):

1. Place five land hexes next to each other in the center of the table (see Figure 1).
2. Place a row of four hexes to the right and to the left of the center row (see Figure 1).
3. Place a row of three tiles to the right and to the left of the previous rows (see Figure 1).
4. Pull out the nine harbor tiles, and place them as shown, always leaving space for one tile between each harbor. The harbors do not have to be placed in any particular order (see Figure 2).

Figure 1

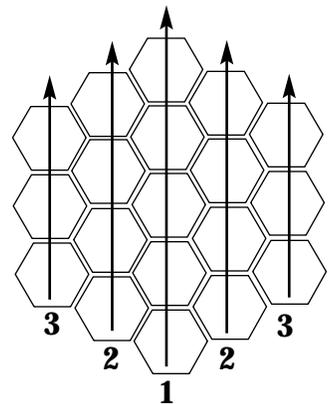


Figure 2

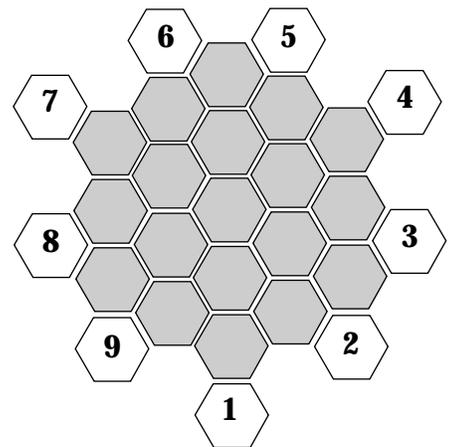


Figure 3

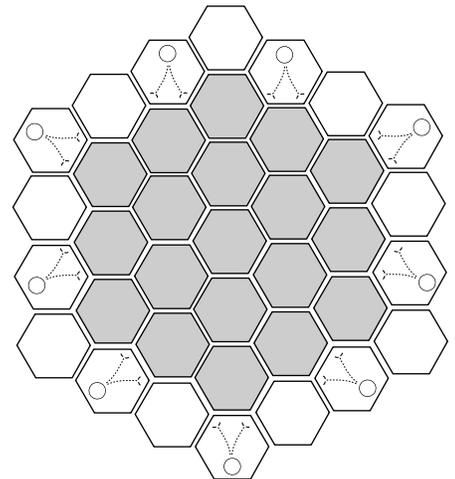
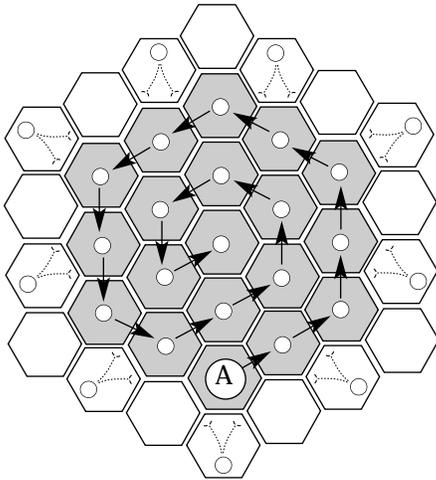


Figure 4



Note: The harbor tiles must be placed so that the half circles touch land. They should face directly toward the longest possible line of land tiles

5. Fill in the gaps with the remaining ocean tiles (see Figure 3).
6. Place number markers on the board in alphabetical order, starting on an outside corner and continuing counterclockwise (see Figure 4).

Note: The Desert does not get a number marker!

The startup phase now begins.

SOLDIERS

When a player plays a Soldier card, he must immediately move the Robber.

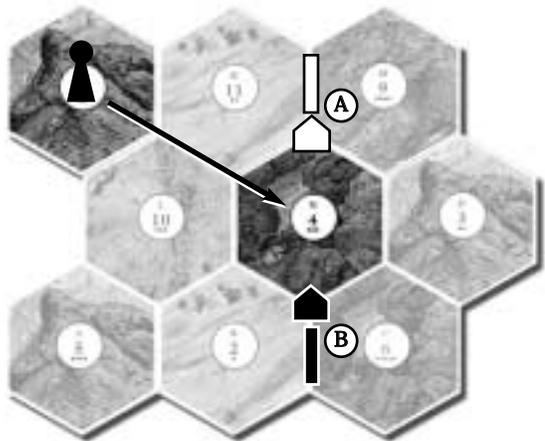
The player must move the Robber to a hex containing a number marker (the Robber may not be moved back to the desert).

The player may then take one resource card from one of the players who has a settlement or city adjacent to the Robber. The player pulls the resource card randomly from the other player's hand.

Example: It is Bob's turn and he plays a Soldier card. He must move the Robber from the mountain hex it is currently on, so he places it on the "4" forest hex. Guido owns settlement A, while Emily owns settlement B. Bob may take a resource card at random from either Guido or Emily. If a 4 is rolled during the next turn, neither Guido nor Emily will receive lumber from that hex. This continues as long as the Robber is stationary; that is, until someone rolls a "7" or plays a Soldier card.

The first player to uncover three Soldier cards gets the "Largest Army" card, which is worth two victory points.

If another player uncovers more Soldier cards, then the card transfers to him.



SPECIAL CARDS

There are two types of special cards.

Longest Road (2 Points)

This card goes to the player with the longest road of at least five road segments. Another player who builds a *longer* road gets this card.

Exception: *If, after a road is broken, there is a tie for the longest road, neither player gets the card. The card comes into play again when only one player alone has the longest road.*

Largest Army (2 Points)

This card goes to the player with the largest army of at least three Soldiers. Another player who builds a *larger* army gets this card.

STARTING SETUP FOR BEGINNERS

If you wish to use the illustrated starting setup, set up the game as follows:

- Lay out the terrain tiles as shown in the illustration on the “Starting Setup for Beginners” sheet. Place the ocean tiles around the land exactly as shown.
- Place the number markers (cardboard tokens) on the tiles as shown.
- Finally, place two settlements and two roads of each color as shown.

TACTICS

Since this game is typically played with a variable map, the starting situation is different in each game and tactical considerations should take this into account. There are some points that players should always consider:

1. Bricks and lumber are the most important resources in the beginning of the game. Both are needed to build roads and settlements. Players should try to place at least one of their first settlements on a good forest or hill hex. (“Good” means any hex containing the numbers 5, 6, 8, or 9.)
2. Keep in mind that grain and ore become increasingly critical as the game progresses. Ore is especially important, but if ore, lumber, brick, or wool is rare—and grain is also rare—go for the grain! Try and place a settlement on the best grain hex you can find because you’ll find it hard to trade for grain.
3. Do not underestimate the value of harbors. For instance, a player who has a settlement linked to productive farmland should try to eventually build a settlement on a grain harbor.
4. Leave enough room to expand when placing your first settlements. The middle of the island is a bad place for a starting settlement; it can be rapidly surrounded and isolated by the other players.

5. The more you trade, the better your chances of victory. Even if it is not your turn, you should offer trades to the moving player. A successful trade can expand your options during your next turn.

TRADE

After a player has rolled for resource production, he may trade. The player can trade with other players (domestic trade), or with the table (maritime trade), trading in his own resources for others he needs.

The player may trade as long as he has resource cards.

A player must finish all trades prior to building. A player may not trade during or after building.

TURN SEQUENCE

Once you have finished the setup phase, the game starts and each turn proceeds as follows.

The first player starts. Each player does the following during his turn:

- Rolls for resource production (mandatory).
- Trades (optional).
- Builds (optional).
- Then passes the dice the player on the left, who continues the game (mandatory).

VICTORY POINT CARDS

Victory point cards are development cards that players can buy. Victory point cards represent important cultural achievements that are depicted by certain buildings. Usually, victory point cards should remain concealed in the player's hand. If a player has ten victory points, then he uncovers the cards. (In this case the player may uncover multiple cards.)

Hint: Don't give away information. If a player has a card face down in front of him that he never uses, other players will assume that it is a victory point card.

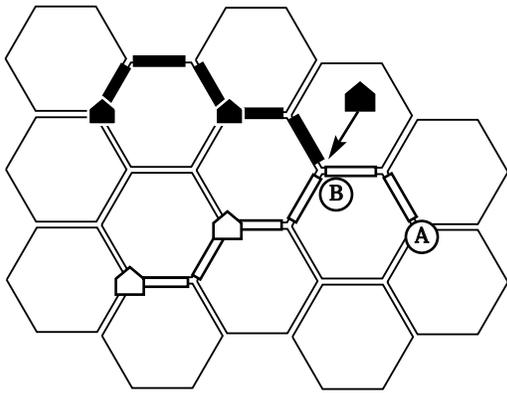
VICTORY POINTS

The first player to get ten victory points wins the game. Players get victory points for the following:

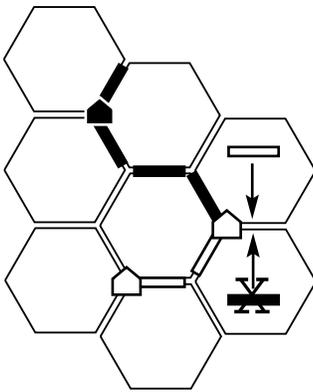
1 Settlement 1 victory point.
1 City2 victory points.
Longest Road2 victory points.
Largest Army2 victory points.
Victory Point Card1 victory point.

Since players start with two settlements apiece, they each begin with two victory points. Therefore, they only have to get another eight victory points to win!

FREQUENTLY ASKED QUESTIONS



1. What happens if I interrupt an opponent's road?
 - a. The white player has a six-part continuous road, giving white the "Longest Road" card.
 - b. The black player builds a settlement (B) that interrupts the white player's road.
 - c. The black player now has the longest road.
 - d. Although the white road has been interrupted, the white player can still continue to build on to the road (A).



2. Can I build a road behind an opponent's settlement?
 - a. No. The rules state that a player may only build a road adjacent to his or her own road, settlement, or city.
 - b. In the illustration, the white player may build a road adjacent to his settlement.
 - c. The black player may not build a road behind the white settlement.

3. I just built a settlement on an ore harbor. Can I immediately use the harbor to trade two ore for another resource?

No. Building is done in the building phase; players must trade before the building phase.

4. Can you build a city without building a settlement first?

Yes, but only if you pay the resource costs for both the settlement and the city.

5. Can I play a Soldier card before I roll?

Yes. Development cards may be played any time during the player's turn, even before rolling the dice.

6. If a player has no settlements on the ocean, either at a harbor or on the coast, can they still trade at 4:1?

Yes. The 4:1 ratio is independent of a settlement's location.

7. Why are settlements on the coast—but not at a harbor—treated the same way as landlocked settlements?

Settlements on the coast but not on harbors are considered inaccessible to ships (reefs, shoals, etc.). This is why these settlements give players no trade advantages.

CREDITS

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