

CATAN™

FAMILY EDITION

BOARD GAME

RULES

These 4 pages outline all the rules for the *Catan Family Edition™* board game! If you need more information during the game, you can refer to the FAQs on the back of the “Overview Sheet.”

Constructing the Island

You play the Catan Board Game on a variable, 6-piece game board representing the island of Catan. By varying the positions of the pieces—or “island tiles”—you can vary the starting settlements and starting roads for each game.

Each island tile has a numbered “Side A” and “Side B.” For your first game, lay out the island using the Side A tiles as shown here to the right in the component summary. Use the “Starting Set-Up” shown on page 2 to place your starting settlement and road pieces. This is a well-balanced set-up.

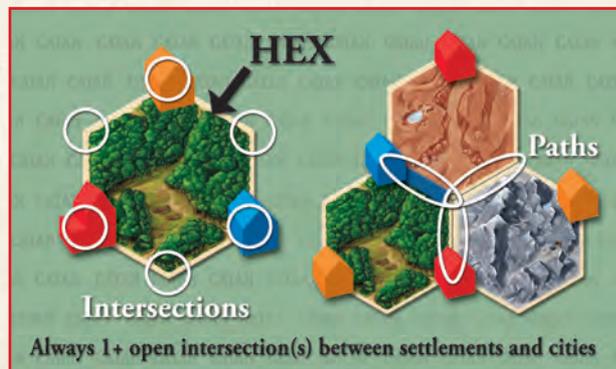
Note: *The Variable Set-Up section on the back of the Overview Sheet provides guidelines for varying the set-up.*

Hexes, Paths, and Intersections

An island tile consists of sea, coastline, and 2–4 land hexes, each with its own “terrain type.” A path is an edge between two hexes or an edge between a hex and the outer board. An intersection is a point at which the corners of 2 or 3 hexes meet.

Important: *One and only one settlement or city may be placed on an intersection. One and only one road may be placed on a path.*

No two settlements or cities may occupy adjacent intersections.



6 island tiles
(each double-sided)



60 roads (15 of each color)



20 settlements
(5 of each color)



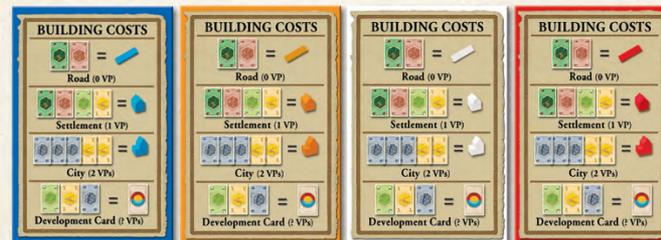
16 cities (4 of each color)



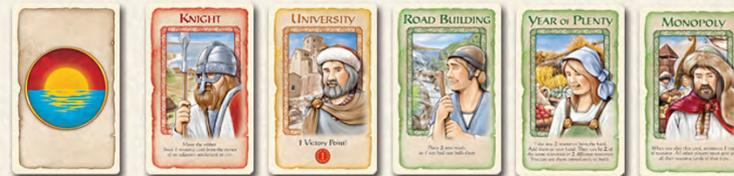
2 dice



1 robber



4 building costs cards (1 of each color)



25 development cards
(14 Knight, 5 victory point, 6 progress)



93 resource cards (brick, lumber, ore, wool, grain)



Largest Army
bonus victory point card



Longest Road
bonus victory point card



Setting Up the Game

Select a color and take your building costs card, 5 settlements, 4 cities, and 15 roads.

Place 2 each of your roads and settlements on the game board as shown in the Starting Set-up above. Place your remaining settlements, roads, and cities down in front of you. Place your building costs card beside you for later reference.

Note: Remove the orange pieces from the game if you only have 3 players.

Place the robber on the desert terrain hex. Place the "Longest Road" and "Largest Army" bonus victory point cards beside the game board along with the 2 dice.

Sort the resource cards into 5 supply stacks (i.e., the bank) and put them face up next to the game board. Shuffle the development cards and place them face down in a stack by the board.

See the illustration above. You receive resource cards for each terrain hex beside your starting settlement marked with a white star:

- ★ Blue receives 1 lumber card, 1 brick card, and 1 ore card.
- ★ White receives 1 wool card, 1 lumber card, and 1 ore card.
- ★ Orange receives 2 grain cards and 1 ore card.
- ★ Red receives 2 lumber cards and 1 grain card.

Keep your resource and development cards hidden from the other players.

Turn Overview

The youngest player takes the first turn. After you've finished your turn, pass the dice to the player to your left, who then proceeds to take a turn.

On your turn, you can do the following in the order listed:

- ★ **Produce Resources** — You must roll for resource production (the result applies to **all players**).
- ★ **Trade** — You may trade resources with other players or by using maritime trade.
- ★ **Build** — You may buy development cards and/or you may build roads, settlements, or cities.

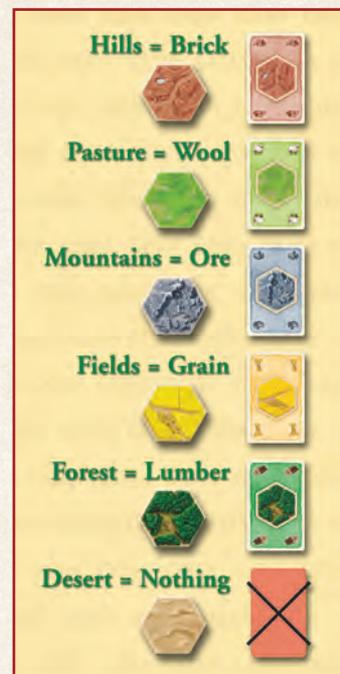
You may also play 1 development card at any time during your turn.

The Turn in Detail

1. Produce Resources

Begin your turn by rolling both dice. This is your "production roll." The sum of the dice (2-12) determines which terrain hexes produce resources. Your roll can affect any player, for all hexes marked with the number rolled produce 1 resource card of the hex's type for each player who has a settlement on an intersection that borders that hex. If you have 2 or 3 settlements bordering that hex, you receive 1 resource card for each settlement. Similarly, wherever you have a city instead of a settlement bordering the hex, you receive 2 resource cards.

Example: Loren rolls a "4." Her blue city "A" borders a fields hex marked with the number "4," so she takes two grain cards. (If settlement "A" had been a settlement, she would have received one grain card.) Bridget owns the two red settlements. Her settlement "B" borders the pasture marked with the number "4," so she also receives a wool card. Her settlement "C" also borders the fields hex marked with the number "4," so Bridget also receives a grain card.



2. Trade

After resource production is resolved, you may trade freely (using either or both types of trades below) to gain needed resource cards. No one can trade development cards.

a) Domestic Trade

On your turn, you can trade resource cards with any of the other players. You can announce which resources you need and what you are willing to trade for them. The other players can also make their own proposals and counter offers—but only with you.

Important: Players may only trade with the player whose turn it is. The other players may not trade among themselves.

Example: It is Bob's turn. He needs one brick to build a road. He has 2 lumber and 3 ore. Bob asks aloud, "Who will give me 1 brick for 1 ore?" Marty answers, "If you give me 3 ore, I'll give you a brick." Nick interjects, "I'll give you 1 brick if you give me 1 lumber and 1 ore." Bob accepts Nick's offer and trades a lumber and an ore to Nick in exchange for a brick.

Note that Marty may not trade with Nick, since it is Bob's turn. Also note that Bob may continue to trade with Nick or any other player.

b) Maritime Trade

On your turn, you can also trade with the supply stacks (i.e., the bank):

- ★ You can always trade at 4:1. Put 4 identical resource cards back in their supply stack. Then take any 1 resource card of your choice other than what you traded in.

* If you have a settlement or city on an intersection bordering a “3:1” harbor (A), you can trade at 3:1. Put 3 identical resource cards back in their supply stack. Then take any 1 resource card of your choice.

* If you have a settlement or city on an intersection that borders a “2:1” harbor (B), you can trade the specific resource shown at 2:1. Put 2 identical resource cards of the appropriate type back in their supply stack and then take any 1 resource card of your choice.



In order to control a harbor, you must build a settlement on one of the two coastal intersections that border the harbor (note the pairs of coastland extensions).

3. Build

Now you can build. Through building, you can increase your victory points, expand your road network, improve your resource production, and/or buy useful development cards.

To build, you must pay specific combinations (i.e., sets) of resource cards. Refer to your “Building Costs” card to see what you need to pay when you build something. First, return the required card combination to the supply stacks. Second, take the appropriate number of roads, settlements, and/or cities from your supply and place them on the game board.

Keep any development cards hidden in your hand.

You cannot build more pieces than what is available in your pool. So, you may only build a maximum of 5 settlements, 4 cities, and 15 roads.

a) Road Requires: Brick & Lumber

A new road must always connect to 1 of your existing roads, settlements, or cities.

Only 1 road can be built on any given path (i.e., the edge of a terrain hex).

The first player to build a continuous road (not counting forks) of at least 5 road segments (i.e., pieces) receives the special card “Longest Road.” If another player succeeds in building a longer road than the one created by the current owner of the “Longest Road” card, he immediately takes the special card (and its 2 victory points).

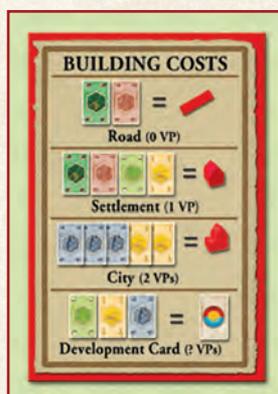
b) Settlement Requires: Brick, Lumber, Grain, & Wool

You may only build a settlement at an intersection if all of the adjacent intersections are vacant (i.e., none are occupied by any settlements or cities—even yours). See examples of this “distance rule” in the illustrations at the bottom left of page 1 and top left of page 2.

Each of your settlements must connect to at least 1 of your own roads.

Regardless of whose turn it is, when a terrain hex produces resources, you receive 1 resource card for each settlement you have adjacent to that terrain hex.

Each settlement is worth 1 victory point.



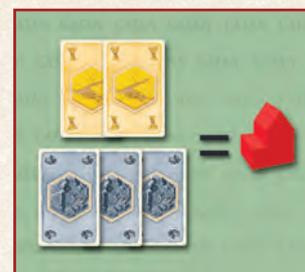
c) City Requires: 3 Ore & 2 Grain

You may only establish a city by upgrading one of your settlements.

When you upgrade a settlement to a city, put the settlement (house) piece back in your supply and replace it with a city piece.

From now on, if your city is adjacent to a terrain hex that produces resources, you receive 2 resource cards for that city (regardless of whose turn it is).

Each city is worth 2 victory points.



d) Development Card Requires: Ore, Wool, & Grain

When you buy a development card, draw the top card from the stack. Keep your development cards hidden until you play them. Normally, you cannot play a development card during the turn you buy it. (*The sole exception is a Victory Point card that provides you 10+ victory points.*)



4. Special Cases

a) Rolling a “7” and Moving the Robber

If you roll a “7” as your production roll, no one receives any resources.

Instead, each player who has more than 7 resource cards must select half (rounded down) of his resource cards and return them to the bank.

Then you must “move the robber.” Proceed as follows:

1. You must move the robber immediately to any other terrain hex. Place the robber so that it covers up the number on the hex.
2. Then you steal 1 (random) resource card from an opponent who has a settlement or city adjacent to the terrain hex now occupied by the robber. The player who the robber steals from holds all of his resource cards face down. You then take 1 resource card at random. If the robber's terrain hex is adjacent to 2 or more players' settlements or cities, you choose which one you want to steal from.

Important: If the production number of the hex containing the robber is rolled, the owners of adjacent settlements and cities do not receive resources. The robber prevents it.

Example: Larry rolls a “7” and must move the robber. He moves the robber from the hills hex and puts it on the number “3” forest hex. If a “3” is rolled during the coming turns, the owners of settlements “A” and “B” do not receive a lumber resource card. This lasts until the robber moves, either by another “7” or a Knight card. Larry may also take 1 random resource card from one of the players who own settlements “A” or “B.”





b) Playing Development Cards

At any time during your turn, you may play 1 development card. *That card, however, may not be a card you bought during the same turn!*

There are 3 different types of development cards: Knight, progress, and victory point. Each type has a different effect.

Knight Cards (Red Frame)

If you play a Knight card, you must immediately move the robber as previously outlined on page 3 in the “rolling a 7” section. Follow steps 1 and 2.

Once played, Knight cards remain face up in front of you.

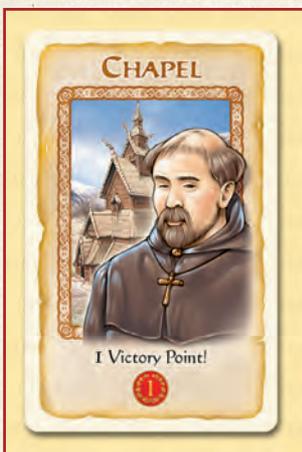
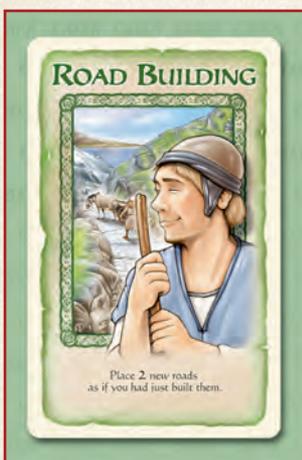
The first player to have 3 Knight cards in front of himself receives the special card “Largest Army,” which is worth 2 victory points. If another player has more Knight cards in front of him than the current holder of the Largest Army card, he immediately takes the special card and its 2 victory points.

Progress Cards (Green Frame)

If you play a progress card, follow its instructions. Then remove the card from the game (i.e., put it in the box).

Victory Point Cards (Yellow Frame)

You must keep victory point cards hidden. You may only play them when you are sure that you have 10 or more victory points during your turn—that is, when you win the game. In this case, you can play them all, *even if you just bought them*. You can also play them at game’s end if someone else wins. (These are the only exceptions to the basic rules of development card play.)



Victory Points

Silently keep track of all the victory points you earn as you play. Pay attention to other players’ victory points, noting who is actually closest to victory.

Players earn victory points (VPs) as follows:

- ✱ 1 VP for each settlement
- ✱ 2 VP for each city
- ✱ 2 VPs for the Longest Road special card
- ✱ 2 VPs for the Largest Army special card
- ✱ 1 VP for each victory point development card

Since you start with 2 settlements, you begin the

game with 2 victory points. So, you only need to earn 8 more victory points to win the game and become “Master of Catan”!

Ending the Game

If you have *10 or more* victory points during your turn, the game ends and you are the winner!

Future Games

Now that you’ve played the *Catan Family Edition*™ board game using the “Side A” island starting set-up, you may want to flip the island tiles over and try “Side B.” You might also want to switch the island tiles around and build your own variable board. If so, see the “Variable Set-Up” guidelines on the back of the “Overview Sheet.”



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