**Welcome to Catan**

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 - Setup**

- 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 - 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
  - Players may only trade resource cards (not development cards)

**Catan - The Turn (cont)**

- Only the player whose turn it is may offer, or be offered, trades

**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

**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](http://www.catan.com)

**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

**Catan - Cheatography Page Credits**

- By [Dave Child](cheatography.com/davechild/)
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- Page 1 of 2.
# 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 resources.
- 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 cannot.
- 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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Page 2 of 2.

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