

Settlers of Catan - Rules

(5-6 Player Version)

Game Setup

- (1) After the board has been created, the *first* player places one settlement with one road adjacent to it. Each player, in turn does the same.
- (2) The *last* player places a second settlement and an adjacent road. Each player, in reverse order, does the same.
- (3) As each second settlement is placed, that player takes one resource card for each land tile it is adjacent to.
- (4) The original *first* player then begins the game with his first turn.

Winning

- (1) A player can only win the game during his turn. When a player, during his turn, accumulates **10 victory points**, he wins the game.
- (2) Victory points:
 - Each settlement ----- 1 point
 - Each city ----- 2 points
 - Each Victory Point development card -- 1 point
 - Longest Road card ----- 2 points
 - Largest Army card ----- 2 points

Turns

- (1) Active player rolls the dice. Each tile marked with the number rolled produces one resource card for each adjacent settlement and two resource cards for each adjacent city (each player collects for his settlements and cities).
- (2) Active player may trade resource cards with other players and/or with the board, and/or may build roads, settlements, and/or cities, and/or may buy development cards. These actions may be done repeatedly, in any order. When player is finished, he passes the dice to the next player, and that ends his turn.
- (3) Player may play no more than one development card at any time during his turn (and only during his turn), and he may not play a development card purchased during that turn (Victory Point cards are excepted from both restrictions).
- (4) After each player ends his turn, the remaining players, in order clockwise, may build roads, settlements, and/or cities and/or buy development cards. They may not engage in trading either with other players or with the board and may not play any development cards. This is known as the *Special Building Phase*, and a player may not win the game during this phase; he may only win the game when it is his actual turn.

Robber

- (1) When a player rolls a 7, he must move the robber to any other land tile (but may not move the robber to a desert tile). No resources are produced by that tile as long as the robber is located there.
- (2) All players currently holding more than seven resource cards must immediately discard half of them (rounded down). The player(s) doing the discarding selects the cards to be discarded.
- (3) The active player who rolled the 7 on the dice draws a random resource tile from any one player who has a settlement or city adjacent to the tile where the robber was moved (after the required discards have been completed).

Building

- (1) A player may build or buy as much as he wishes during his turn or during the Special Building Phase at the following costs:
 - Road - 1 bricks and 1 lumber
 - Settlement - 1 bricks, 1 lumber, 1 wheat, and 1 wool
 - City (must replace a settlement, which may be built in the same turn) - 3 ore and 2 wheat
 - Development card - 1 ore, 1 wheat, and 1 wool
- (2) A settlement (or settlement, then city) may be built only adjacent to the player's road and must have at least one vacant intersection between it and all other settlements and cities.

Trading

- (1) A player may trade only during his turn (unless trading with the active player).
- (2) He may trade resource cards with one or more other players, during his turn. The trades do not have to be of the same number of cards.
- (3) The player may trade four resource cards of the same type to the board for one resource card of his choice.
- (4) If the player has a settlement or city on a harbor, he may trade resources to the board based on that harbor's characteristic.

Development Cards

- (1) There are 34 development cards:
 - 20 Soldiers
 - 3 Road Building
 - 3 Monopoly
 - 3 Year of Plenty
 - 5 Victory Point
- (2) Only one development card may be played during a player's turn, except that any number of Victory Point cards may be played in the same turn. In addition, only Victory Point cards may be played in the same turn in which they are purchased.
- (3) When a Monopoly, Road Building, or Year of Plenty card is played, the players follow the instructions on the card, then the card is removed from the game.
- (4) Soldier Cards - When a player plays a Soldier card, he immediately moves the robber and draws a random resource tile from any one player who has a settlement or city adjacent to the tile where the robber was moved. Soldier cards are played face-up and are left on the table in front the player who played them.

Longest Road

- (1) The first player who creates a continuous road of at least **5** road pieces places the Longest Road card on the table in front of him. He retains that card until another player builds a road longer than his; then that player gets the card. Roads may be broken by the building of a settlement or city by a different player. When this occurs, the player with the longest road on the board gets the card (**Ties caused by broken roads: No one** owns the card until he has the longest road on the board). New road may not be built beyond another player's settlement or city. The card may change owners throughout the game. The card is worth 2 Victory Points.

Largest Army

- (1) The first player who plays his **third** soldier card in front of him places the Largest Army card on the table in front of him. He retains the card until another player plays more soldier cards than he has on the table; then that player gets the card. The card may change owners throughout the game. The card is worth 2 Victory Points.