

KLAUS TEUBER

CATAN

THE DICE GAME

Game Rules

Game Components

- 6 resource dice
- Some game sheets (the game map)
- 1 rules booklet

Note that you may use standard 6-sided dice (see in this booklet and on the game sheet for sides / resources match).

Preparation

Give each player 1 sheet with the game map. You need a pencil or pen for each player. Place the 6 dice so that they are ready for play.

The latest player to have visited Sicily is the "starting player" (otherwise choose the youngest player).

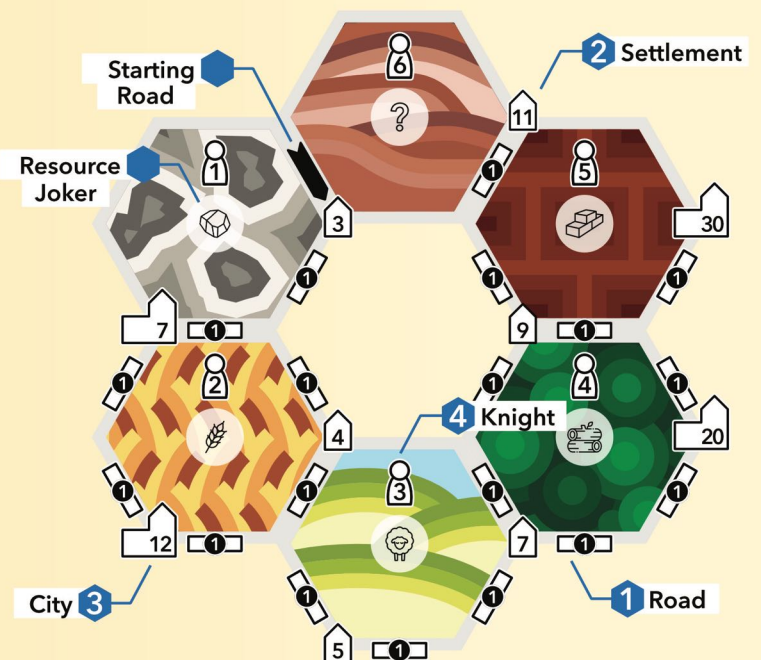


The Basics

The game map depicts the Island of Catan, with special symbols for settlements, cities, roads, and knights.

During the course of the game, you and your fellow players each try to build as many **roads** (1), **settlements** (2), **cities** (3), and **knights** (4) as possible on the island depicted on your game map.

Building means : you mark the respective symbol either with a circle, a cross ("X"), or by filling in the symbol.

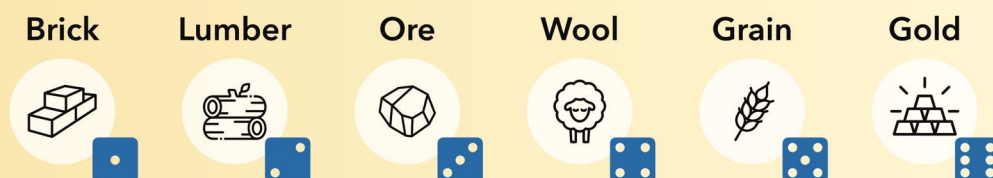


Building costs resources : 6 dice are used to roll for resources. Each die has 6 sides, and each side depicts a different resource: brick, lumber, ore, wool, grain, or gold.

For example, building a road costs 1 brick and 1 lumber, so you can build a road only after having rolled these two resources.

Once you have built and marked the corresponding symbol, you **credit yourself with the points indicated** by the number on that symbol.

If you have the most accumulated points at the end of the game, you win!



Game Play

The starting player begins the game. During your turn, you roll the dice **up to three times**. Afterwards, you use the resources rolled to build, writing down the points you have obtained. Then the next player in clockwise direction takes a turn.

1. Rolling the dice

When it is your turn, you may roll the dice up to three times. After the first roll, you **set any number of dice aside** and roll the remaining dice once again.

After the second roll, you may set aside more dice, but you **may also pick up dice that were set aside** previously and use them for your last roll.

Note : you may also choose to "stand pat" with the result obtained after the first or second dice roll.

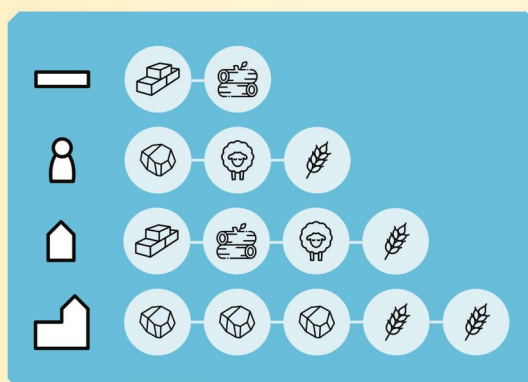
After the third dice roll, your result can only be changed by **playing a Resource Joker** or via **Gold Trading** (see page 4).

2. Building

The Building Overview (hereby and at the bottom of your game sheet) indicates **which resources are required** to build a road, knight, settlement, or city.

For example, if you build a knight, set aside one die with ore, one with wool, and one with grain – then mark a knight symbol on your game map. The procedure is the same as for building a road, settlement, or city (with different resources of course).

You may build multiple times during your turn, if you have rolled enough of the appropriate resources. After building, **enter the points** for the just marked symbol in the next empty box of your Scoring Track (make the first entry in the upper left box of your Scoring Track).



If you build multiple times during your turn, enter the sum of the points for the marked symbols.



Important: Should you not build anything during your turn, you must enter an "X," which counts as minus 2 points.



Example: You built a settlement on your **first turn** and entered 3 points for it.

On your **second turn**, you built 2 roads and entered 2 points for them. You marked each of the symbols of the roads and the settlement with a circle. On your **third turn**, you roll the resources depicted :



You set lumber and brick aside and mark the road symbol with a circle. Then you set aside one wool, one grain, and one ore, marking the knight symbol.

The knight and the road are each worth 1 point – you enter 2 points in the third box of your Scoring Track.

Building Rules

Road : A road costs 1 brick + 1 lumber and is always worth 1 point. The first road (starting road) is already built and doesn't cost any resources. Roads are built in a sequence, meaning that a new road must be built next to a road that has already been built. A city or settlement next to a road does not obstruct subsequent road building – this also applies if the settlement or city hasn't yet been built.

Settlement : A settlement costs 1 brick, 1 lumber, 1 wool, and 1 grain. A settlement can only be built if an already built road is next to it. Furthermore, settlements must be built **following the sequence of their points**: first the settlement with 3 points must be built, then the settlement with 4 points, and so on.

City : A city costs 3 ore and 2 grain. The procedure is the same as for building a settlement. A city can only be built if it is **next to an already built road**. Cities must also be built following the sequence of their points.

Knight : A knight costs 1 ore, 1 wool, and 1 grain. The knights must also be built following the sequence of their points. Each knight that you build **has a resource below it** – you may use each such resource once as a Resource Joker (see next paragraph).

Resource Joker

For each knight you build, you may use (once during the game) the resource below this knight (i.e., the Resource Joker) **in place of another resource of your choice**. To use a Resource Joker:

- After you roll the dice, **turn one of the dice** so that the resource corresponding to the Resource Joker is face up.
- Then **mark the symbol** of the Resource Joker on your game map, indicating that it has been used.

When you have build your last knight (with the number 6), **you may use a resource of your choice as the Resource Joker**. Since there are six knights on your game map, you can use up to six Resource Jokers during a game – provided you build all of your knights.

You may use **two or more Jokers during the same turn**. You may build a knight and use the corresponding Resource Joker on the same turn.

Gold Trade

If you have 2 gold results after you finish rolling the dice, you may **use those 2 gold to substitute** (i.e., trade) for another resource of your choice. Thus you can trade 2 gold for 1 ore, 1 brick, or any other resource.

To use 2 gold in a trade:

- After you roll the dice, **turn 1 die with a gold result** so that a resource of your choice is face up.
- Then **place the other die with a gold result to the side** – it is no longer available this turn.

Gold itself cannot be used to build anything; it **can only be traded for other resources**. Therefore, if you roll only one gold, it is useless.

If you have enough gold resources (i.e., 4 or 6), you may trade gold 2 or even 3 times during the same turn.

End of the Game

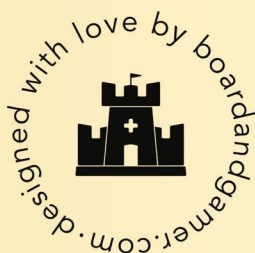
The game ends **after each player has finished 15 turns**. At this point, you have filled in all 15 boxes of your Scoring Track. Add up your points, **subtracting 2 points for each "X"** in your Scoring Track.

The player with the highest score wins.

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