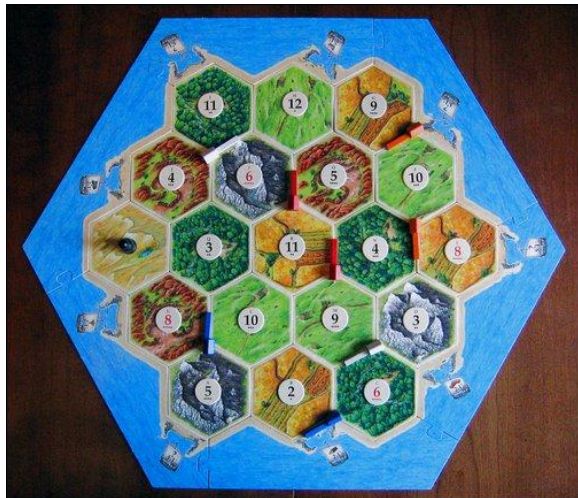


Settlers of Catan: Cheat Sheet

Overview: Settlers of Catan is a board game for 3 or 4 players (note you can add a 5th or 6th with an expansion.) The game is about trading resources and purchasing victory points with the ultimate goal of being the first player to 10 victory points. The game is a European style board game where no players are eliminated and everyone plays till the game is over.

Setup: One of the unique things about this game is that the board is made of hexes that are randomly placed to make the isle of Catan each game. This means each time you play Catan the game board is nearly always unique. Once the board is set up you get to place your first settlement with its accompanying road segment in order from highest roll and clockwise, then you'll place your second settlement and road segment from last player around counter-clockwise back to the first player.



Congratulations! You all have your first 2 victory points, eight left to go! Note that settlements go at the intersection of 2-3 hexes with the roads travelling along the joint between 2 hex borders. As a further note it is impossible for any settlement to be less than 2

road lengths away from another placed settlement (your own or someone else's.)

When you place your final settlement you gain the resources of the hexes bordering your new town.

On your turn: First you will roll the two six-sided dice, on any result but 7 the hexes with matching numbers will produce resources (so long as the robber is not on that hex.) Note these resources go to all players not just the person whose turn it is. On a roll of a 7 the robber is activated. Any player with more than 9 resource cards in their hand must discard half of them rounded up. The player who rolled the seven must also move the robber to a new hex. Once placed the active player may steal one random resource card from the hand of any one player with a settlement/city bordering the hex which has become the robber's new home. Once resources are gained you may start trades, play a development card or building until you decide to stop and pass the dice along. Trades may be made at whatever they are accepted at (this does mean you can choose to only trade with players with less victory points or make a very unequal trade.) Or you may trade resources to the bank at a 4:1 ratio (this may improve if you build settlements on the port cities of the island.) The build cards will show you what you can build so just build roads (worth no victory points on their own) to connect your settlements to new areas, more settlements to give yourself access to more resources, cities (worth 2 victory points) which are settlement upgrades that grant double-resources, and development cards which can grant boons from free roads to victory points. There are two additional ways to get victory

points, the award for “Longest Road” and “Largest Army.” Longest Road goes to the first player to have a road of 5 contiguous segments and gets taken by any player who builds a longer road after that. The Largest Army goes to the first player to play 3 “Soldier” development cards and will be taken by any player playing more in the future. Both awards are worth 2 victory points but as they can be taken away should be viewed as temporary.

Common Strategies on Placement: Try to ensure that you have access to at least wood and brick to begin with. Also note that the numbers have dots under them, these dots represent how many combination on 2 six sided dice that this result can appear and (in theory at least) how often you can expect the hex to generate resources. You should also note that putting your settlements together encourages longer roads and larger networks as well as the opportunity to hit the fabled 15-point road and keeping the Longest Road permanently, but has the risk of allowing your opponents to block your network in and deny you expansion and resources.

Common Strategies on Trading: Always keep in mind your position in relation to others. Never trade willy-nilly with first place, especially in late-game, as it can lead to a 2-3 point quick-win. Always keep in mind what resources your opponents cannot generate themselves, whether by them not having a settlement/city near those resources or by the robber blocking their access to them, and realize they will be willing to trade easier for them. If you are getting the same trade from multiple players give preference to the player further behind or try to get your opponents to sweeten the deal by auctioning it off!

Common Strategies on Winning: Development cards offer the opportunity to save victory points in your hand so as to win from 2nd or even 3rd place! You should also be wary of holding on to too many resource cards as you never know when a robber will ruin your plans and the dice will be rolled several times between your turn when you can spend resources, and your next turn.

Ending the game: Once one player gets to 10 victory points the game ends immediately. Because of this the game will always end on the winner’s turn as soon as he plays the victory point cards from his hand or stealing an award or building settlements & cities.

Other things of note: A few more things of interest;

- The pieces and resources are limited on purpose. If you have all of your settlements deployed you may not build another until you upgrade one to a city freeing the original settlement piece.
- There are a few expansions which alter the game in fundamental ways these rules are printed for the base Catan game with or without the 5-6 player expansion.
- Above all have fun. The game changes from one game to the next which means you will never get to the point of winning all your games, so try to enjoy playing them. There’s nothing wrong with not trading with an opponent who’s near victory but don’t hold that grudge to the next game 😊