

The Settlers, Seafarers, Cities and Knights of Catan

Clarifying and alternative rules, alternative rules in frame.
English version w/Card guide
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Card guide

Development Cards

Victory Point Cards 5x

- 1 Victory Point!
- You can play as many VP Cards you want at the same time, even on the turn they are bought.

The rest of the development cards may only be played one per turn and not on the turn they are bought.

Soldier 14x (20x)

- Move the robber to a new location.
- Steal a resource card from one of the surrounding buildings.

Alternative rule:

- You can only chase away the robber if it stands next to one of your own buildings.

Monopoly 2x (3x)

- Name a resource.
- All players must give you all their resource cards of that type.

Road Building 2x (3x)

- Place 2 roads, 2 ships or 1 of each on the board (free).

Year of Plenty 2x (3x)

- Take 2 resource cards of your choice from the bank.
- The cards may be used immediately.

Progress Cards

- You can hold 4 Progress Cards at a time.
- If you get 5 Progress Card you must discard or play one of them.
- You can play as many Progress Cards as you want, but only on your own turn.
- When played, the Progress Card is placed facedown under the appropriate card stack.

There are 3 types of Progress Cards.

Science Cards (green)

Alchemist 2x

- Play this card before you roll the dice.
- You decide the result of the numbered dice.
- Then roll the event die normally.

Crane 2x

- Pay one less commodity when improving your city.
- Only allowed for one improvement.
- You can get any first level improvement (market, town hall or abbey) for free.

Engineer 2x

- Place a city wall under one of your cities (free)

Inventor 1x

- Switch two number tokens of your choice.
- You can not move the number tokens 6, 8, 2 or 12.

Irrigation 2x

- Collect 2 grain for each field hex adjacent to your buildings.

Medicine 2x

- Upgrade a settlement to a city at the price of 2 ore and 1 grain.
- Only allowed for one upgrade.

Mining 2x

- Collect 2 ore for each mountain hex adjacent to your buildings.

Printer 1x

- Must be played immediately, and is kept on the table.
- 1 Victory Point.

Road Building 2x

- Place 2 Roads, 2 Ships or 1 of each on the board (free).

Smith 2x

- You may promote 2 of your knights (free)
- You can not promote a strong knight to a mighty knight without having the fortress city improvement.

Politics Cards (blue)

Bishop 2x

- Move the robber to a new hex.
- Steal one resource or commodity card from each player with surrounding buildings.

Constitution 1x

- Must be played immediately, and is kept on the table.
- 1 Victory Point.

Deserter 2x

- Pick an opponent.
- That player must remove one of his knights (of his choice).
- Place a knight of equal strength on the board (free).
- The new knight got the same status (active/inactive) as the one that was removed.

Diplomat 2x

- Remove 1 open road (or ship) from the board.
- If you remove your own road (or ship) you may immediately place it on a new location (free).

Intrigue 2x

- You may chase away an opponents knight that stands in connection to your roads (or ships)
- The opponent must move the knight to another location.

Saboteur 2x

- Pick a city to sabotage.
- The city is placed on its side and works like a settlement.
- The owner must pay 1 ore and 1 lumber to repair the city.

Spy 3x

- Look at another player's progress cards.
- Choose 1 card to steal, give back the rest.

Warlord 2x

- You may activate all your knight at once (free).

Wedding 2x

- All opponents with more victory points that you must give you 2 resource or commodity cards (of their choice).

Trade Cards (yellow)

Commercial Harbor 2x

→ You may offer each of your opponents 1 resource card (of your choice).

Original English rule:

→ In return they must give you 1 commodity card (of your choice).

→ If the opponent does not have the desired commodity card, then the trade is void (keep your resource card).

New official rule:

→ In return they must give you 1 commodity card of their choice.

→ If the opponent does not have a commodity card, then the trade is void (keep your resource card).

Master Merchant 2x

→ Pick an opponent with more victory points than you.

→ Look at this opponent's resource- and commodity cards.

→ Choose 2 cards to steal, give back the rest.

Merchant 6x

→ Place the merchant on one of the terrain hexes adjacent to one of your buildings.

→ You may trade with this resource type at a 2:1 ratio.

→ You may trade as long as the merchant stands there.

→ The merchant is worth 1 victory point to the owner.

Merchant Fleet 2x

→ You may trade any resources and commodities at a 2:1 ratio.

→ The effect is only valid on the same turn as the card is played.

Resource Monopoly 4x

→ Name a resource.

→ All opponents must give you 2 cards of that resource (provided that they have it).

Trade Monopoly 2x

→ Name a commodity

→ All opponents must give you 1 card of that commodity (provided that they have it).

Black pieces – rules

The Robber

The robber blocks production from the hex where it is standing.

The robber can steal from a surrounding building.

Building is not blocked by the robber

Bribe the robber with 2 resource cards, at least 1 of them must correspond to the terrain hex where the robber is standing. Move the robber back to the desert, no card is stolen.

The Pirate

The pirate blocks building and moving of boats around the hex where it is standing.

The pirate can steal from surrounding boats.

Only ship building is blocked by the pirate.

The pirate also blocks building and use of harbours in the hex where it is standing.

The pirate can also steal from the harbour or from a surrounding building.

Bribe the pirate with 2 resource cards. Move the pirate away from all players, no card is stolen.

The Black Knight (new piece)

The black knight works the same way as an unfriendly knight:

→ It can break a road and block building of roads and settlements.

→ It can be displaced by normal rules for displacing knights.

→ It can be displaced even by basic knights.

Additionally:

→ It moves independent of roads.

→ It can only be placed on land.

The black knight can steal from the owner of a connected road or ship.

Bribe the black knight with 2 resource cards. Move the black knight back to the desert, no card is stolen.

Overall rules

When the dice roll is 7 one must choose whether to move the robber, the pirate or the black knight.

The black pieces can not block players with no more victory points than the 2 (or 3) they started with.

One player can only be blocked by 2 of the 3 black pieces (it is illegal to block a player with the third black piece).

Winning

Settlers

The first player to accumulate 10 or more victory points during his turn.
(The original rule is corresponding to the 19-hex island in the basic game).

Alternative: The first player to accumulate a given number of points (or more) during his turn. (Proposal: 12 points).

Seafarers

The first player to accumulate 12 or more victory points.
(The original rule is valid for most of the original scenarios).

Alternative: The first player to accumulate a given number of points (or more) during his turn. (Proposal: 15 points).

Cities and Knights

The first player to accumulate 13 or more victory points during his turn.
(The original rule is corresponding to a 19-hex island, like in the basic game).

Alternative 1: The first player to accumulate a given number of points (or more) during his turn. (Proposal: 15 points).

Alternative 2: The player with the most points when the last metropolis is built (or when all the metropolises are fully upgraded).

Alternative 3: Alternative 1 and 2 combined, all the metropolises must have been built and the winner must have reached a given number of points (and have the most points).
(Proposal: 15 points).

Alternative 4: The first player to finish all city upgrades.

Seafarers – rules

Building of harbours (alternative rule)

Instead of placing the harbours in the setup they can be built during the game.

The following rules apply:

- A harbour can only be built from a settlement or city bordering a sea hex.
- Only 1 harbour per settlement/city.
- Only 1 harbour per sea-hex.
- A 3:1-harbour costs 1 ore, 1 brick and 1 lumber.
- A 2:1-harbour costs 1 ore, 1 brick and 1 lumber + 2 resources of the type that is going to be exported. (Ex: a grain harbour costs 1 ore, 1 brick, 1 lumber and 2 grain).
- Only 1 3:1 harbour per player.
- Only 1 of each 2:1-harbour can be built.
- Harbours can only be built in hexes and marked hexes in the frame, and not in the frame.
- Harbours can only be built in open sea, not in closed lakes.
- Each harbour is worth 1 victory point.

Cities & Knights – rules

Start

- 1: Each player places one settlement (with a road or a boat) in turn clockwise.
- 2: Each player places one city (with a road or a boat) in turn counterclockwise.
- 3: Each player receives resources after placing their city.
- 4: The first player starts rolling the three dice.
- 5: The play order continues clockwise.

Alternative 1: (Easier start)

1-3: As original.

4: Each player places 1 active knight in turn counterclockwise.

5: The first player starts rolling the three dice.

6: The play order continues clockwise.

Alternative 2: (Easier start, not as easy as alternative 1)

As alternative 1, but with inactive knights.

Alternative 3: (Original Settlers start)

As original, but with 2 settlements instead of 1 settlement and 1 city.

A player can only build knights when he got at least 1 city.

The event die is rolled as long as there is at least 1 city.

Attack of the Barbarians

Original rule

The strength of the barbarians is equal to the number of cities on the board (including metropolises and sabotaged cities).

The strength of Catan is equal to the strength of all active knights on the board.

→ If the barbarians are strongest then Catan lose.

→ If there is a draw or the knights are stronger then Catan wins.

Victory:

When Catan wins the player with the strongest force of active knights is rewarded 1 "Defender of Catan"-card.

If it is a draw all those players are allowed to draw 1 progress card.

Loss:

When Catan loses the player or players with the weakest force of active knights loses 1 city (it is reduced to a settlement).

Settlements and metropolises are immune to barbarian attack.

Individual defence (alternative rule)

The strength of the barbarians and of Catan is calculated as in the original rule.

Metropolises are not immune to barbarian attack.

Optional rule: Each metropolis counts as 2 cities.

Victory:

As in the original rule.

In addition each player that did not defend his own cities (that have more cities than the strength of his own active knights) loses 1 "Defender of Catan"-card (if they have one).

Loss:

When Catan loses each player that did not defend his own cities (that have more cities than the strength of his own active knights) loses 1 city (it is reduced to a settlement).

Alternative games

Rules for game with trade partners (2 or 3 players)

Can be played with or without Cities & Knights.

Setup

Set up the board with the size of a 4 player game for a game with 2 players. (See "Setup")

Set up the board with the size of a 6 player game for a game with 3 players. (See "Setup")

Start

Each player picks 2 colours, 1 for himself and 1 for his trade partner.

Each player places their settlements/cities and roads/ships in turn as normal (A-B-B-A or A-B-C-C-B-A).

Then each player places the same on behalf of their trade partners, in the same order.

The trade partners must have the same number of roads and ships as their owners (if player A starts with placing 1 road and 1 ship then he must place exactly the same for his trade partner).

The trade partners

The trade partners produce resources as normal players.

The trade partners are played with face-up resource- and commodity cards.

The trade partners do not build anything on their own.

Cards may not be stolen from the trade partners.

Monopoly does not affect the trade partners.

Trade

The players may trade with each other as in the original rules.

A player may not trade with another player's trade partner.

A player may buy resources and commodity cards from his own trade partner in a 2:1 ratio.

He may buy any resource or commodity card at the price of 2 cards (identical or not).

En spiller kan bruke sin handelspartners havner.

Turn overview

1: Rolling the dice.

2: Resource production or moving of a black piece.

3: Trading and building own buildings.

4: Place roads/ships and buildings on behalf of the trade partner so that the active player's trade partner has an equal amount of these as its owner, if possible. If it is impossible the remaining pieces is placed during a later turn, as soon as possible.

Example: A player builds a road continuing one of his own roads and then builds a settlement. Then he places a road on behalf of his trade partner in a way that a settlement cannot be placed (distance rule). If the player in his next turn builds a road and places a road on behalf of his trade partner so that it is possible to place the missing settlement, then it is done immediately.

5: Next player.

Dice roll 7

As in the original rules, but with the following addition:

When the dice roll is 7 the trade partners lose all their resource- and commodity cards.

Attack of the barbarians

As in the original rules, but with the following addition:

When the barbarians attack the trade partners lose all their resource- and commodity cards.

The cities of the trade partners are not counted when calculating the strength of the barbarians.

All active knights is counted when calculating the strength of Catan (the trade partners do not have knights).

Winner

The first player to accumulate a given number of points (or more) during his turn. (Proposal: 15 points).

Rules for game with teams (4 or 6 players)

A joint victory for one team.

Can be played with or without Cities & Knights.

Setup

Set up the board with the size of a 4 or 6 player game. (See "Setup")

Start

The players are seated in a given order:

4 players, 2 teams, A and B: A1-B1-A2-B2

6 players, 2 teams A and B: A1-B1-A2-B2-A3-B3

6 players, 3 teams A, B and C: A1-B1-C1-A2-B2-C2

Team play

The players may trade with each other as in the original rules.

The players on the same team may give each other resource- and commodity cards.

No one can give away (or trade with) development- or progress cards.

Harbours may only be used by the owner and only on his turn.

There is no special building phase.

Buildings or knights belonging to other players breaks or blocks a player's road even if it belongs to a team-mate (good team play and diplomatic skills are required).

Winners

The first team to accumulate an average of 15 points per player.

Setup

Guidelines for random setup of Catan

Setup – rules

Rules for hexes

Hexes are shuffled and placed out systematically.

Rules for number tokens

Tokens are mixed and placed out systematically.

6es and 8s can not be placed next to each other.

2s and 12s can not be placed next to each other.

6es and 8s can not be placed on a gold hex.

Equal numbers can not be placed next to each other.

Rules for harbours

Harbours are mixed and placed (face down) on sea-hexes by the following rules:

- Only 1 harbour per sea hex.
- Only 1 harbour per intersection.
- Harbours only in open sea, not in closed lakes.
- No harbours in the frame, only in marked hexes.

Additional rules in prioritized order:

1: No harbours on 6es or 8s.

→ No harbours on an intersection with more than 4 number token dots.

2: Every island must have at least one harbour.

3: Harbours are placed on the least productive places.

The harbours are then turned face up.

Alternative: Harbours are built during the game (see "Seafarers – rules")
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Setup – tables

Game board

Players	3	4	5	6
Frame*	2x	3x	4x	5x
Hexes total	46	53	60	67
Hexes	3 of each=15	4 of each=20	5 of each=25	6 of each=30
Gold	1	1	2	2
Number tokens	16	21	27	32
Desert	2	2	3	3
Land hexes total	18	23	30	35
Sea hexes	28	30	30	32
% sea	60,9 %	56,6 %	50,0 %	47,8 %
2:1-harbours	1 of each=5	1 of each=5	1 of each=5	1 of each=5
3:1-harbours	3	4	5	6

*Refers to the size of the frame, the length of the pieces marked "X" (A board for 4 players shall be 3x, that is 1 big X-piece (=2x) and 1 small X-piece (=1x) on each side of the board).

Number tokens – normal

2	3			6	8				12	= 32 Number tokens
		4	5		8	9	10	11		= 27 Number tokens
2	3			6				11	12	= 21 Number tokens
		4	5	6	8	9	10			
2	3	4	5	6	8	9	10	11	12	= 16 Number tokens

Number tokens – productive

		4	5	6	8	9				= 32 Number tokens
		4	5	6	8	9	10			= 27 Number tokens
			5	6	8	9	10			= 21 Number tokens
		4	5	6	8	9	10			
2	3	4	5	6	8	9	10	11	12	= 16 Number tokens

Points overview

Buildings

5 Settlements	1 point	5 points
4 Cities	2 points	8 points
		<hr/>
		<u>13 points</u>

Settlers

1 Longest road	2 points	2 points
1 Largest army	2 points	2 points
5 Development cards	1 point	5 points
		<hr/>
		<u>9 points</u>

Seafarers

1 Longest road	2 points	2 points
1 Largest army	2 points	2 points
5 Development cards	1 point	5 points
? Extra points	? Points	? Points
		<hr/>
		<u>9+ points</u>

Cities & Knights

1 Longest road	2 points	2 points
3 Metropolises	2 points	6 points
8 Defender of Caten	1 point	8 points
2 Progress cards	1 point	2 points
1 Merchant	1 point	1 point
? Extra points	? Points	? Points
		<hr/>
		19+ points