

Rules

Here is a link with the original Settlers of Catan rules:

https://www.catan.com/sites/prod/files/2021-06/catan_base_rules_2020_200707.pdf

Set up the Settlers of Catan board somewhere where there is a lot of open space. For the board game setup, you can refer to pages 2-3 at the link above. The rest of the rules are as follows.

Game Setup

After setting up the board, the rest of the game is set up by placing the 5 resource boxes around 50 meters away from the board in different places. In each resource box, place the respective resource token pile inside. Each resource box should have a different colored resource token pile to represent each of the resources.

The game is played with at least 2 teams of 2 players and up to 4 teams of 2 players. One other person will have to sit out of the game and operate as the card dealer. Set the timer for 16 minutes. The gameplay starts when the card dealer starts the timer.

Resource Production

There are 5 types of resources: sheep, wood, wheat, stone, and brick. Every 2 minutes, the card dealer rolls both dice. Each team that has a settlement on an intersection that borders a terrain hex marked with the number rolled receives 1 resource card of the hex's type. If you have more than 1 settlement bordering that hex, you receive 1 resource card for each settlement. You receive 2 resource cards for each city you own that borders that hex. If there are not enough of a given resource in the card supply to fulfill everyone's production, then no one receives any of that resource for that dice roll.

Resource Collection

Another way to get resources is to collect them by running to a resource box, grabbing a resource token out of the box, and running back to the board. The player can exchange the resource token for a resource card after arriving back at the board. Players can only grab 1 resource token each time they run away from the board and come back. For example, a player cannot run to the sheep resource box, grab a sheep resource token, run to the wood resource box, grab a wood resource token, and run back to the board. Players on the same team will share their resources.

Trade

While at the board, players can trade 4:1 by putting 4 identical resource cards back in the stack and taking any 1 resource card of your choice for it. If you have a settlement or a city on a harbor, you can trade with the bank more favorably: at either a 3:1 ratio, or in certain harbors, at 2:1. Players can choose to trade without their team member being present at the board.

Build

Now you can build. Through building, you can increase your victory points, expand your road network, improve your resource production, and/or buy useful development cards. To build, you must pay specific combinations of resource cards (see the Building Costs Card). Take the appropriate number of roads, settlements, and/or cities from your supply and place them on the game board. You cannot build more pieces than what is available in your pool - a maximum of 5 settlements, 4 cities, and 15 roads. Players can choose to build without their team member being present at the board.

Road

Building a new road requires 1 brick and 1 wood, and it must always connect to 1 of your existing roads, settlements, or cities. Roads can only be placed at the edges of the terrain hexes, and only 1 road can be placed per edge. The first player to build a continuous road (not counting forks) of at least 5 road segments receives the special card "Longest Road," which is worth 2 victory points. If another player succeeds in building a longer road than the one created by the current owner of the "Longest Road" card, they immediately take the special card (and its 2 victory points).

Settlement

A new settlement requires 1 brick, 1 wood, 1 sheep, and 1 wheat, and settlements may only be placed at the corners of the terrain hexes - never along the edges. You can only build a settlement at an intersection if all 3 of the adjacent intersections are vacant (none are occupied by any settlements or cities - even yours.) Each of your settlements must connect to at least 1 of your own roads. When a terrain hex produces resources after a dice roll, you receive 1 resource card for each settlement you have adjacent to that terrain hex. Each settlement is worth 1 victory point.

City

A new city requires 3 stone and 2 wheat. You may only establish a city by upgrading one of your settlements. When you upgrade a settlement to a city, put the settlement piece back in your supply and replace it with a city piece. Cities produce twice as many resources as settlements. When a terrain hex produces resources after a dice roll, you receive 2 resource cards for each city you have adjacent to that terrain hex. Each city is worth 2 victory points.

Development Card

Buying a development card requires 1 stone, 1 wool, and 1 wheat. When you buy a development card, draw the top card from the deck. There are 3 different kinds of these cards: knight, progress, and victory point. Each has a different effect. Development cards never go back into the supply, and you cannot buy development cards if the supply is empty. Keep your development cards hidden until you use them.

Rolling a 7

If the card dealer rolls a “7,” no one receives any resources. Instead, every team that has more than 7 resource cards will randomly have half (rounded down) of their resource cards taken away and returned to the stack in the bank.

Playing Development Cards

Knight Card

Players can play a Knight card at any point while at the board, even if their teammate is not present. Playing a knight card will allow a player to steal 1 card from the opposing team. Hold onto the card after playing it. The first team to play 3 knight cards receives the special card “Largest Army,” which is worth 2 victory points. If another team plays more knight cards than the current holder of the Largest Army card, they immediately take the special card and its 2 victory points.

Progress Card

Players can play a Progress card at any point while at the board, even if their teammate is not present. Follow the instructions on the card, and then remove it from the game (toss it in the box).

Victory Point Card

You must keep victory point cards hidden. Your team may only reveal them if time runs out on the timer or you are sure that you have 10 victory points (that is, to win the game). Of course, you can reveal them after the end of the game if someone else wins.

Ending the Game

If your team has 10 or more victory points before time runs out or has the most number of victory points when time runs out, your team is the winner!

Game Bits

The game bits in red are the additional game pieces that I added to the original Settler oCatan pieces.

19 terrain hexes (tiles)

6 sea frame pieces

18 circular number tokens (chits)

95 Resource Cards

25 Development Cards (14 Knight/Soldier Cards)

6 Progress Cards, 5 Victory Point Cards)

4 Building Costs Cards

2 Special Cards: Longest Road & Largest Army

16 cities (4 of each color shaped like churches)

20 settlements

60 roads (15 of each color shaped like bars)

2 dice (1 yellow, 1 red)

1 Timer

5 resource boxes (Use a sharpie to label them with sheep, wood, wheat, stone, or brick)

5 piles of different colored resource tokens (You can use stacks of different colored paper)

Example pictures of resource boxes next to their respective resource tokens

