GETTING STARTED

1. Have each player choose a colour and take all matching Roads, Settlements, and Cities.
2. Build the frame from the water tiles, then shuffle and arrange the land hexes within the frame.
3. Separate the Resource Cards by type, and shuffle the Development Cards into their own pile.
4. Place the circular numbered tokens on the land tile hexes in order from A to R, starting at the edges and moving clockwise and inward. The desert hex provides no resources and receives no number—place the Robber on it.
5. Everyone places a Settlement, plus a Road connected to it. The highest roll places first, but repeat the process in reverse so that each player has two Settlements and two Roads. Players receive the resources bordering their second Settlement.
6. The first player to place a Settlement goes first, then play continues clockwise.

WINNING THE GAME

The first player to reach 10 Victory Points (VP) wins the game. You receive VP for:

- Settlements (1 VP) and Cities (2 VP)
- Longest Road (2 VP)—unbroken, at least 5 segments
- Largest Army (2 VP)—most Knights played, at least 3
- Victory Point Cards (1 VP)—play all at once

GAME MECHANICS

- Place Roads along the edges of hexes
- Place Settlements and Cities where Roads meet, but they must be at least 2 Roads away from all others
- Settlements must be connected to matching Roads
- Disrupt enemy Roads by building Settlements
- Harbours let you exchange resources at better rates

TIPS

- All resources are not created equal:
  - You need Lumber and Brick early on, so you can build new Roads and Settlements.
  - Ore and Grain are more important later in the game, so you can upgrade Settlements into Cities.
  - Wool is useful for buying Development Cards.
- Avoid having too many cards at once, or you may lose important resources when someone rolls a 7.
- The game board can become very crowded, especially with 4 players. Place your settlements carefully!
- The more dots there are above a number, the better its chances of being rolled.
- Building multiple Settlements around commonly rolled hexes gets you lots of resources.
- Harbours can provide a major advantage, especially if you have lots of one kind of resource.
- The Longest Road and Largest Army cards are worth 2 Victory Points each, but others can steal them from you!
- *Settlers of Catan* is as much about diplomacy as strategy. Try to avoid making enemies!
TAKING YOUR TURN

1. **Roll the dice.** *You must roll the dice first.*
   a. **If you roll a 7**—Each player with more than 7 Resource Cards discards half of them, rounded down. Move the Robber (black pawn) onto a hex of your choice and take one Resource Card from any player with a settlement on it.
      *Until the Robber is moved, that hex does not produce resources.*
   b. **If you roll something else**—Players receive Resource Cards for Settlements and Cities bordering hexes with the number you rolled. Settlements are worth 1 point, and Cities are worth 2 points.

2. **Play a Development Card**—You can play 1 Development Card per turn, except for Victory Point Cards. You cannot play Development Cards you just purchased. *You can play Development Cards at any point during your turn.*

3. **Trade Resources**—Trade Resource Cards with other players, or with the bank by exchanging 4 matching Resource Cards for any other type. Building Settlements or Cities on Harbours improves your trading rate.

4. **Build structures.**
   a. **Build a Road** (1 Lumber, 1 Brick)—Expanding lets you build new Settlements.
   b. **Build a Settlement** (1 Lumber, 1 Brick, 1 Grain, 1 Wool)—More Settlements mean more resources, and each is worth 1 VP.
   c. **Upgrade to a City** (3 Ore, 2 Grain)—Cities provide twice as many resources as Settlements, and are worth 2 VP.
   d. **Buy a Development Card** (1 Ore, 1 Grain, 1 Wool)—These have different effects, and some are worth VP!