Die Siedler von Catan - Main rules

This is a retelling rather than a translation of the rules. Straight translations are available via links on the main page.

Table of contents

Game overview and objective

Siedler (or, more properly, "Die Siedler von Catan") is a board game for 3-4 players (or 5-6 with the expansion set). Each player is the leader of a tribe, and all the tribes are attempting to settle on the same island. Players build settlements, roads and cities on the island, using raw materials gained from the island itself. The more a player builds, the more productive his tribe becomes, enabling further building.

The winner of the game is the first person to reach 10 victory points, which are awarded for various empire-building actions.

Pieces and terminology

Cards

There are two types of cards in the game: raw material cards and magic cards (also known as development or special cards).

- Raw material cards Each raw material type has a picture of the type of tile which produces it as the background, and a picture of the material itself in a circle in the middle.
  - Coal
  - Brick
  - Sheep
  - Wheat
  - Wood
- Magic cards
  - Knight (Ritter)
  - Victory point (Siegpunkt)
  - Progress (Fortschritt)
    - Road building (straßenbau)
    - Monopoly (Monopol)
    - Invention (Erfindung)

Tiles

The board of the game is made up of many hexagonal tiles. There are various types of tiles:

- Land tiles
  - Mountains, producing coal
  - Hills (red/orange tiles), producing brick
  - Pasture (green fields), producing sheep
  - Farms (yellow fields), producing wheat
  - Forests, producing wood
  - Wastelands (yellow deserts with palm trees), producing nothing
- Sea tiles
  - Plain sea tiles
  - Generic harbours (normal sea tiles with two marked corners and a "3:1" circle)
  - Specialist harbours (normal sea tiles with two marked corners and a circle containing a raw material type)

Player pieces

Each player "owns" all the pieces of a certain colour. There are three types of player piece:

- Roads
  These are small rods. They go between two tiles, along the edges, and provide routes for expansion.
- Settlements
  These are shaped like little houses. They go in the middle of three tiles, at the intersection, and enable players to become productive with the surrounding tiles. They are each worth 1 victory point.
- Cities These are shaped like churches. They replace settlements when they are built, and increase production. They are each worth 2 victory points.

Miscellaneous pieces

- The robber (black pawn-shaped piece)
- 2 dice
- Longest trade route card (Langste Handelsstraße)
- Largest army card (Grosste Rittermacht)
- Markers (letters on one side, numbers on the other)
- Building cost cards (Baukosten)

Setting up the game

1. Separate the tiles into land tiles, plain sea tiles, and harbour tiles. Shuffle the land tiles and the harbour tiles (separately!).
2. Separate the raw materials cards into piles, but keep all the magic cards together. Place the raw material cards to one side, face up. Shuffle the magic cards and place them near the raw materials, face down. (This area forms "the bank".)
3. Construct the island. Start off by making a straight line of 5 land tiles (6 for the expansion set), with edges touching. To either side of the line, make another line tesselating with the first, using one tile fewer. Continue until you have placed lines with only 3 tiles in. (Unless you have extra sets, this will have used up all the land tiles.) Now go round the island, alternating between a plain sea tile and a harbour tile. The harbour tiles must have their marked corners touching the land, but where there are two ways of doing this, either may be used.
4. Randomly pick one of the coastal land tiles, and place the "A" marker in the middle of the tile. Go round in a clockwise spiral, placing the markers in alphabetical order, skipping wastelands. After placing all the markers, turn them so their numbers are face up.
5. Give each player a building cost card and their pieces.
6. Choose one player (usually the most experienced one) to be the banker.

Starting the game (the Founding Phase)

I strongly suggest that you read the rest of the rules before doing anything further, as bad choices at the beginning of the game can be ruinous.

Each player rolls the dice, and the person with the highest roll goes first. (In case of a tie, the players involved reroll.) Each player, starting with the first and going clockwise, places a settlement and a road, in accordance with the following conditions:

- Settlements are placed at intersections (ie the corners where three tiles meet)
- Each settlement must be at least two edges away from every other settlement
- Roads are placed along edges leading away from settlements of the same colour.
- Roads are land-based - they may run along the coast, but not into the sea itself.

After each player has placed a settlement, the direction is reversed for the second round: starting with the last player and going anticlockwise, each player places a second settlement and road. Note that the second road must be next to the second settlement. (ie you can't have one settlement with two roads coming out of it and one with none.) As each player places their second settlement, they receive one raw material card for each of the tiles surrounding it. (eg if a settlement was at the intersection of 2 mountain tiles and a forest tile, the player would receive 2 coal cards and 1 wood card.)

Play now begins in earnest. The person who originally rolled highest goes first, and play proceeds clockwise for the rest of the game.

Normal play

Each turn is divided into three phases: a production phase, a trading phase, and a building phase. The phases only occur in that order - for instance, you may not trade after building. In addition, the current player may play a single magic card at any time during their turn. (You may not play more than one magic card during any turn.)

Production phase

The current player rolls both dice. If the roll is not a 7, any tiles with that number of marker on them (and without the robber on) are productive for that turn. Each settlement bordering a productive tile generates one raw material of the appropriate type for that tile, and each city bordering the tile produces two raw materials. Players owning buildings bordering productive tiles are given the appropriate resources by the banker (from the bank, obviously.) For example, suppose a 6 is rolled, and there is a mountain tile with a 6 on it, with an orange city, an orange settlement, and a red settlement bordering it. The orange player receives 3 coal cards (1 for their settlement and 2 for their city) and the red player receives 1 coal card (for their settlement).

If the roll **is** a 7, two things happen. Firstly, each player with **over** 7 raw material cards in their hand (magic cards are not counted) must give half of them (rounding down) to the bank. The player giving them up chooses the cards. For instance, if you have 9 cards, you must choose 4 of them to give up. The current player then moves the robber - follow the link for more information.

Trade phase

The current player now has the option to trade their raw material cards with other players (domestic trade) and the bank (sea trade). Domestic trade is reasonably free-form - you may ask what other people have, whether anyone is interested in one of your cards, etc. You may ask for 3 cards in return for 1 of yours - whatever takes your fancy.

Sea trade is more fixed. The bank will accept 4 of any one type of raw material in return for any 1 raw material you wish - eg 4 coal for 1 wheat. Harbours improve this ratio: if you have a settlement or city on a harbour (ie you have built on the marked corners of the harbour tile), you can trade more efficiently. Generic harbours (with "3:1" in a circle) allow you to trade any 3 raw materials of one type for any 1 raw material you wish (eg 3 sheep for 1 coal). Specialist harbours (with a raw material symbol in a circle) allow you to trade 2 raw materials of the specified type for any 1 raw material you wish (eg if you have a wood harbour, you may trade 2 wood for 1 brick).

Note: you may only trade during your go (or with the person whose go it is) - eg during Jill's go, Mike cannot trade with either the bank of Fred.

Build phase

The current player now has the option of building. There are 4 things you can build: roads, settlements, cities, and magic cards.

Building roads

Roads each cost 1 wood and 1 brick. They are built along edges between tiles, with the following restrictions:

- One end of the road must join up to either an existing road, settlement or city. The piece it joins to must belong to the same player - you cannot extend another person's road, for instance, or start a road from their settlement. See **house rules** for a little bit more detail.
- Only one road is allowed per edge - no dual carriageways!
- No roads can go into the sea. They can go along the coast, however.

Building settlements

Settlements each cost 1 wood, 1 brick, 1 wheat and 1 sheep. They are built on intersections, with the following restrictions:

- Settlements must be placed next to a road belonging to the same player. They do not have to be at the very end of the road, however - you may build a very long road, then place settlements along it.
- No settlements can be placed within 2 edges of another settlement or city - ie there must be at least 2 edges between a new settlement and each old one. (Note: this means that you can only have at most 3 settlements/cities around each tile. If 2 settlements are placed opposite each other round a tile, no others can be placed round that tile.)

● No settlements can be placed in the sea. They can be built on the coast, however (eg for harbours).

Building cities

Cities each cost 2 wheat and 3 coal. They each replace a settlement belonging to the same player, instead of being built from scratch. (You may, however, built a settlement and upgrade it to a city in the same turn.) When a player upgrades a settlement to a city, they get the original settlement back.

Building magic cards

Magic cards each cost 1 sheep, 1 wheat and 1 coal. Although you may build as many magic cards as you wish during a turn, you may only play one - and you cannot play any card you have built in that turn. When you build a magic card, you should keep it face down in front of you - other players may know how many magic cards you have, but not what they are. Magic cards are never treated in the same way as raw material cards (ie they're not traded, stolen, etc). For more details on the uses of magic cards, go to the [magic card](#) section.

Extraordinary building (expansion set only)

When playing an expansion game (5-6 players), after the current player has finished building, everyone else may do so too. Building is conducted one player at a time, going clockwise. (This may matter if two people wish to build a settlement on the same spot, for instance.) See [house rules](#) for our variation on this.

Moving the robber

The robber stops production at whatever tile he is present on when the dice are rolled. He is moved by either playing a knight card or by rolling a 7. In each case, the person whose turn it is chooses where he moves to. He **must** be moved to a different tile. After moving the robber, the player moving him may choose any player with a settlement or city bordering the new tile, and take one raw material card from them. This is done at random - the "victim" fans out his raw material cards face down, and the player takes one of them.

Magic cards

Knight cards

Knight cards (which have "Ritter" at the top) are useful in two ways. When you play one, you may [move the robber](#) - use this to stop other people from being productive or to free up a tile you wish to produce with. Also, they form your [army](#) which can give you victory points. When you play a knight card, put it face up in front of you. Other players should always be able to see how many knights you have played. (They may not know how many knights you own but haven't played, of course.)

Victory point cards

Victory point cards (orange at the top, and with "1 Siegpunkt" at the bottom) are each worth a single victory point. They aren't revealed until the [end of the game](#). Leaving other magic cards face down can make other players believe you have victory point cards. (This can be a hinderance, as people tend to gang up on anyone who looks like they might win. On the other hand, it may make players waste cards in desperate measures which are unnecessary.)

Progress cards

Progress cards have "Fortschritt" written at the top of the card, and come in 3 varieties: road building, invention, and monopoly. When a progress card is played, it is put at the bottom of the magic card pack.

Road building (Straßenbau)
This card allows you to build two roads for free at any point during your turn. (The usual restrictions on where you can place them apply, of course.)

Monopoly (Monopol)
On playing this card, the current player names one raw material type (eg coal), and all players must give the current player all the cards of that type in their hand. Hint: when playing this card, look at how many cards the bank has left of each type, and take your harbours into consideration.

Invention (Erfindung)
This card lets you take any two raw material cards from the bank.

Victory points

Settlements are worth 1 victory point each, and cities are worth 2 victory points each. (Upgrading from a settlement to a city "loses" you a settlement, so you only gain 1 point.) Each [victory point card](#) is worth 1 victory point. None of these points can be "taken away" from a player. However, there are two "dynamic" ways of having victory points:

Largest army

The largest army card is introduced when one player has played 3 [knight cards](#). The card is given to that player, and is worth 2 victory points to whoever is holding it. To take it away, another player has to play **more** knight cards than the person holding it. (When two players have each played the same number of knight cards, whoever "got there first" will have it.)

Longest trade route

The longest trade route is similar, but with a twist. It is introduced when any player first creates a trade route of length 5. The length of a trade route is defined as the number of "friendly" roads it is possible to travel (starting anywhere) without going down the same road twice or passing by an opponent's city or settlement. (Trade routes may **end** at an opponent's building, just not go past one.)

As with the largest army card, to take the longest trade route card from another player, you must create a longer trade route. However, due to the part about not passing by an opponent's building, you may **interrupt** another player's trade route by building a settlement or city in the middle of it (subject to the normal building conditions). That player's trade route is then effectively divided into two. This can cause the longest trade route card to change hands (if, for example, you have a trade route of length 5, and break an opponent's trade route of length 6 into two routes of length 3). If, after an interruption breaks the longest route, there is no clear longest route, the card is taken out of play until there is a clear leader.

The longest trade route card is worth 2 victory points.

Ending the game

The game ends when any player has reached 10 victory points. You can, of course, change this limit (or play against a time limit) to vary the length of the game.

House rules

A couple of changes we sometimes make to the normal rules:

- In expansion games, the extraordinary build phase can be limited to only allow other players to build if the person whose go it is builds. This can make "not building" a reasonable tactic.
- The rule of only playing one magic card per turn can be relaxed. This is sometimes useful if one or two players happen to be able to build magic cards easily :)
- It's unclear whether victory point cards are immediately active when they've been built. In other words, if you have 9 points and buy a victory card, do you immediately win, or do you have to wait a turn? We usually play that they're immediately active.
- If a settlement is built by an opponent at the end of one of your roads, should you be able to keep building your road past it? It seems that most people play that you can't, so that is how we'll play in future too. (Apparently the 1996 English rules state this explicitly.) However, there's a further case: if someone builds a settlement in the *middle* of an unterminated road, leaving sections of road which cannot reach one of your settlements, what happens? Some people play that they are "lost" (returned to the owner), some people play that they are "abandoned" (they stay on the board but can't be built from) and some people play that they stay and can be built from. At the moment I favour the last option.

More extreme changes can be found on the [variants page](#).

Expansion rules changes checklist

Very little changes with the 5-6 player expansion set:

- You start with 6 tiles across the centre instead of 5 when creating the island.
- There are 2 wastelands instead of 1. The robber starts on either wasteland.
- You use the expansion set markers instead of the normal ones.
- After the current player has built, other players have a chance to as well.

The Settlers of Catan

The Settler's Almanac

Invented by Klaus Teuber.
Published by franckh.
Translated by [M. Schloth](#).
Copyright 1995, Klaus Teuber.

For 3 or 4 players.
Around 75 minutes.

(There is a also [quick start version of these rules](#).)

Rule details and Examples. An alphabetical listing of the game terms begins after the Materials section. The "(=>)" symbol means "go to" that term for more information. Use the German word for each term to find the diagrams in the German rules.

Materials

- 37 Hexagons representing the following terrain:
  - Forest (4)
  - Pasture (4)
  - Farm Land (4)
  - Hills (3)
  - Mountains (3)
  - Sea (9 with harbors and 9 without)
  - Wasteland (1)
- 95 Raw Material Cards (19 cards per type):
  - Lumber - Logs from the Forest
  - Wool - Sheep from the Pasture
  - Grains - Wheat Stalks from the Farmland
  - Bricks - Clay from the Hills
  - Ore - Ore from the Mountains
- 25 Development Cards:
  - Knights (14)
  - Progress (6)
  - Victory Points (5)
- 4 Building Cost Cards

- 2 Special Cards:
  - ❍ Longest street
  - ❍ Largest knight force
- Game figures (in four colors):
  - ❍ 16 cities (churches)
  - ❍ 20 settlements (houses)
  - ❍ 60 roads (small rod)
- 18 Markers (numbers on one side letters on the other)
- 2 Dice

Note that there may be a spare set of houses and cities in an orange color that is very similar to the red. These are the result of a manufacturing problem that franckh corrected by including houses and cities in the correct shade of orange and are not used in the game.

Build Phase (Bauen)

After a player has received his or her Raw Material Production and has completed all Trades, that player may now Build. The Building Cost Cards show how many Raw Material Cards need to be turned in to build buildings or roads or to buy Development Cards. As long as you have the Raw Material Cards to spend, you may build as many buildings or roads or buy as many Development Cards as you like. See also: Building Costs, Roads, Settlements, Cities, Development Cards.

When a player has completed their Build phase, his or her turn is over and the player to the left continues.

Building Cost (Baukosten)

The Building Costs Card shows what can be built and what must be paid in Raw Material Cards to build it. Spent Raw Material Cards are returned to their respective decks to be used again. The player can build Settlements (=>) and Roads (=>). the player can expand Settlements into Cities (=>) and the player can also buy Development Cards (=>).

Cities (Stadt)

Only an existing settlement can be expanded to a city. A player in his or her turn pays the raw material Building Cost and replaces the settlement cottage with the a church (city) of the same color. Each city counts as 2 victory points and their owner receives double Raw Material production for each adjacent land hex.

Example

The dice roll is an "8". The Black player receives 3 Ore cards (1 x for the settlement, 2 x for the city). The White player receives 2 Lumber cards for his city.

Hint

It is tough to win the game without creating cities. Since each player has only 5 settlements at their disposal, no more than 5 victory points can be earned with settlements alone.

Construction, Variables (Aufbau, Variabler)

How to construct the Island so that it is different each time.
- Separate the Land Hexes from the Sea Hexes.
- Turn the Land Hexes face down and mix them up.
  1. Select five and place them face down in a straight line.
  2. Select eight more. Place four on one side of the first five and four on the other.
  3. Select six more. Place three next to the four on the right and three next to the four on the left.
  4. Sort the 9 Sea Hexes with harbors from those without. Place the Sea Hexes with harbors next to any of the Land Hexes but do not place any two next to each other. IMPORTANT: The Sea hexes with harbors must be placed so that the harbor locations (semicircles) border a Land Hex.
  5. Fill in the gaps with the other 9 non-harbor Sea hexes.
  6. Place the 18 Markers.
- Set the Markers next to the Island with their letter side up.
- Now place the Markers in alphabetical sequence onto the Land Hexes. Begin on any of the Coastal Hexes and continue clockwise until each Land Hex receives a Marker. NOTE: The Wasteland hex does not receive a Marker.
- Once all Markers have been placed, turn them number side up.

Now proceed to the Founding Phase (=>).

Development Card Play (Entwicklungskarte spielen)

There are three different kinds of Development Cards. Knights (=>), Progress (=>) and Victory Points (=>). Each player keeps his or her Development Cards hidden from the other players. At any time during a player's turn, he or she may play a Development Card: either 1 Knight or 1 Progress Card. However, you may never play a Development Card bought in the current turn.

Victory Point Cards -- one or more -- count towards the 10 points a player needs to win, but they are not revealed until the end of the game.

Distance Rule (Abstandregel)

A settlement may only be founded at an unoccupied Intersection and only if the three adjacent Intersections are unoccupied as well.

Example

The Intersections marked "A" already contain settlements. By the Distance Rule, no settlements may be placed on the Intersections marked "B". A Settlement may be placed at "C".

Domestic Trade (Binnenhandel)

Trading with the other players.

The player, in his or her turn, may trade (after the awarding of Raw Material Production) with the other players. The exchange terms are left to the negotiating skills of the players. IMPORTANT: Trades may only be made with the player currently taking his or her turn. The other players may not trade between themselves now. Example: It is Hans' turn. He wants to build a Road but it costs 1 Brick and he only has 2 Lumber and 3 Ore. Hans says: "I'll offer 1 Ore for 1 Brick". Werner replies: "If you give me 3 Ores, I'll give you 1 Brick." Gabi jumps in with: "I'll give you 1 Brick for 1 Lumber and 1 Ore." Hans accepts Gabi's offer and the exchange is made.

Important

Because it is Hans turn, Werner may not exchange with Gabi.

Edges (Wege)

Edges are found wherever 2 hexes meet. Roads may only be built on Edges, but never on the Edge between two Sea Hexes. Each Edge leads to an Intersection which is the point where 3 hexes meet.

Founding Phase (Grundungsphase)

After the game board has been set up, each player chooses a color and takes the following in their color:
- 5 Settlements (cottages)
- 4 Cities (churches)
- 15 Roads (small rods)

Each player also receives a Building Costs Card. The Raw Material Cards are sorted face up into 5 stacks. The two Special Cards and the dice are set next to the game board. And the robber is placed in the

Wasteland (Desert).

The Founding Phase is made up of two rounds during which each player will have built 2 Roads and 2 Settlements.

1st Round

Roll the dice and the highest number is the Start Player. That player places a Settlement on the Intersection of his or her choice. On any of the Edges leading from the Settlement, the player places a Road. Continuing clockwise, each other player does the same.

Important

When placing the Settlements remember that you must follow the Distance Rule.

2nd Round

The player who placed last in the 1st Round places first in the 2nd Round. He or she again places a Settlement and attaches a Road to it.

Note

The other players now place in counter-clockwise order. The Start Player will place last.

The second settlement may be set on any free Intersection as long as the Distance Rule is followed.

The second road must connect to the second settlement along any of the Edges leading from the settlement..

Each player receives Raw Material Production based on the Land Hexes that border his or her **SECOND** settlement. One Raw Material Card of the proper type is taken for each of these Land Hexes.

The player who built his or her 2nd Settlement last (the Start Player), now begins the game: He or she rolls the dice for the Raw Material Production.

Helpful hints may be found in the Tactics (=>) section.

Game End (Spielende)

If a player has gained 10 victory points at any point during his or her turn, then that player has won.

Example

A player has 2 settlements (2 points), the Longest Trade Route (2 points), 2 cities (4 points) and 1 victory point card. During his turn he buys another Development Card and draws another victory point card. The player reveals both victory point cards and wins the game.

Game Outline (Spielablauf)

- First: Construction, variables (=>).
- Second: Preparation: Founding Phase (=>).
- Third (and for the rest of the game): The start player begins, Each player in their turn performs the following phases in the following order:
    1. Raw Material Production Phase (=>).
    2. Trade Phase(=>).
    3. Build Phase(=>).

The player to the start player's left continues the game by performing the 3 game phases and so on....

Harbor Location (Hafenstandort)

To trade at a harbor, a player must build a Settlement on a Coastal Intersection that is adjacent to a harbor location (semicircle). In harbors, Raw Materials may be exchanged at more favorable rates than you may get from you fellow players. See Sea Trade.

Intersections (Kreuzung)

Intersections are where three hexes meet. Settlements can only be erected at intersections. Since three hexes border each intersection, the influence of a settlement or city extends over the same three hexes.

Knights (Ritter)

If during his or her turn a player reveals a Knight Development Card, then that player must immediately move the Robber.

The player moves the Robber to any other Land Hex.

Then the player may rob (and keep) a Raw Material Card from any one of the players who own a settlement or city that borders the new location of the Robber. The robbing player selects the player to rob and then draws one of that player's Raw Material Cards at random.

Example

It is Hans' turn and he reveals a knight card. He moves the robber from the mountain hex to the forest hex with the "4" Number Chip. Hans may now take a Raw Material Card from either player A's or player B's concealed hand. If a "4" is rolled in the following Raw Material Production Phases, then neither A nor B will receive Lumber from this hex. This will be true until the robber is moved--by a player revealing another Knight card or by the dice roll of 7 during a Raw Material Production Phase.

The first player to reveal 3 Knight cards receives the special card for the Largest Knight Force. This card

is worth 2 Victory Points. As soon as another player reveals one more Knight card, that player receives the Largest Knight Force from the current owner.

Largest Knight Force (Groste Rittermacht)

The first player to reveal his or her third Knight Card receives this special card which counts for 2 Victory Points. If during the course of the game another player reveals more Knight Cards than the current owner of this special card, then that player immediately takes over the card. Only the current owner of the largest Knight Force Card receives the 2 Victory Points.

Longest Trade Route (Langste Handelsstrasse)

As soon as a player has built a nonstop trade route at least 5 individual Roads long, he or she takes this special card. This card is worth 2 Victory Points.

Important

If a player owns a branching road network, only the longest continuous section counts toward winning this special card.

As soon as another player has a longer trade route, then that player takes this card from its current owner.

Example

The White player has a nonstop trade route between intersections A and B. It is 7 roads long. Arrows in the diagram are pointing towards branching roads that do not count. The White player is given the Longest Trade Route Card.

Note

A trade route can be interrupted! If the Black player builds a settlement at intersection C (which is possible), then White's trade route would no longer be the longest. The 7 section route would become a 3 section route and a 4 section route. Then White would have to give the Longest Trade Route Card to Black whose longest trade route is 6 road sections long.

If such an interruption were to create a situation where no one player clearly owned the single longest trade route, then the Longest Trade Route Card is set aside until one player alone owns the Longest Trade Route.

Number Chips (Zahlenchips)

These round chips have the numbers 2 through 12 on one side. The "2" and "12" appear only once, all other numbers (except "7", see Robber) occur twice. The larger the number, the higher the probability that it will be rolled during the Raw Material production phase. The most frequently rolled numbers are

Progress Cards (Fortschrittskarten)

Progress Cards are a kind of Development Card. They are only used once and then they are taken out of the game. There are two each of the following:

- Road Building (Strassenbau): Whoever plays this may immediately place 2 new roads (following the usual road building rules) onto the game board.
- Invention (Erfindung): Whoever plays this may immediately take 2 Raw Material Cards. These may be used in the player's Build phase.
- Monopoly(Monopol): Whoever plays this states what Raw Material he or she is monopolizing. All other players must give to him or to her all of their Raw Material Cards that match the declared Monopoly.

Remember

You cannot buy and play a Development Card in the same turn.

Raw Material Cards (Rohstoffkarten)

There are 5 different Raw Material Cards. The players receive these cards as Raw Material Production whenever their settlements or cities border producing hexes. Each player must keep his or her Raw Material Cards concealed in his or her hand. If there is ever a turn when there is not enough Raw Material Cards of a given type to give out to all players that have earned them, then no one receives any cards of that type.

Raw Material Production (Rohstoffertrage)

The first thing each player must do in his or her turn is to roll the dice to determine where Raw Materials will be produced for this turn. The number rolled shows what Land Hexe(s) will be producing Raw materials this turn. All players who own settlements or cities that border the specified hexes receive that hex's particular Raw Material Card. Each settlement receives one Raw Material Card, each city receives 2 Raw Material Cards.

Example

The player who owns settlement A has rolled a "4". His settlement borders on two hexes with the "4" Number Chip: a Mountain Range and a Pasture.He takes from the Raw aterial decks 1 Ore card and 1 Wool card. The player who owns settlement B takes 1 Wool card. If settlement B was a city, then that same player would have taken 2 Wool cards.

Roads (Strasse)

Roads are the connections between your own settlements or cities. Roads are built on Edges. If you do not build new roads, you will not be able to build new settlements. Roads only directly add to your victory point total if you have the Longest Trade Route Card.

Example

The player who owns settlement "A" would like to build a road. He may build it only on the Edges marked by the arrows. Roads may only be built on edges. They may be built along the coast, but never between two Sea Hexes.

Robber (Rauber)

The Robber (the black game figure) is placed in the Wasteland at the start of the game.

The Robber is moved only if:
1. a player reveals a Knight card, or
2. a seven is rolled during a Raw Material Production phase.

While the Robber stands in a Land Hex, that Land Hex produces no Raw Material.

Rolling a Seven (Sieben gewurfelt-Rauber wird aktiv)

The robber becomes active.

If a player rolls a seven during his or her Raw Material Production phase, then no Land Hex will produce this turn. On the contrary: All players count their Raw Material Cards on hand. Whoever has more than 7 cards must select half (round down) of them to return to their respective stack(s).

Example

Hans rolls a "7". He only has 6 cards, Benni has 7 and Wolf has 11. Wolf must return 5 card to the stacks. He chooses to lose 3 Lumber cards and 2 Wool cards.

Then the player who rolled the "7" must move the robber to another Land Hex. Also, this player may now use the robber to take (and keep) a Raw Material Card from any player who owns a settlement or city that borders the new location of the robber. The player being robbed fans out his or her Raw Material Cards with the backs toward the robbing player. The robbing player draws one card at random. See Knights.

The player that rolled the "7" continues the game by moving on to the Trading Phase of his or her turn.

Sea Trade (Seehandel)

During the trading phase of a player's turn, a player may make trades without involving the other players by using Sea Trade.

The simplest (and least advantageous) exchange is at 4:1. The player returns any 4 Raw materials of the same type to its respective stack and in return takes any 1 Raw Material from its stack. The player does not have to have a settlement or a city at a Harbor Location to make this kind of trade.

Example

Hans returns 4 Ore cards to the Ore card stack and takes back 1 Lumber from the Lumber stack. It would be better to negotiate a more advantageous exchange rate with another player, but if no one is willing to trade with you...

A player gets better exchange rates if he or she has erected a settlement or a city at a harbor location (semi-circles). There are 2 kinds of Harbor Locations:

Simple harbor (3:1): For any 3 identical Raw Material Cards that a player returns to their stack, that player may draw any 1 Raw Material from its stack.

Example

Hans returns 3 Lumber cards to the Lumber card stack and takes 1 Ore card from the Ore card stack.

Special Harbor (2:1): Now it is important to note in which Special Harbor a player has established his or her settlement or city. The favorable exchange rate of 2:1 counts only for the Raw Material printed on the harbor Sea Hex.

Example

A player has constructed her settlement (or city) on a Special Harbor location that shows the game symbol for Wool (a sheep). This player returns 2 WOOL cards to the wool card stack and takes back any 1 Raw Material card from any of the stacks. This same player could also have turned in 4 WOOL cards and drawn back any 2 Raw Material Cards from the stacks.

Note

A Special Harbor does **NOT** allow the exchange of other raw materials (in the above example non-wool raw materials) at the 3:1 rate.

Settlements (Siedlung)

A settlement counts as 1 Victory Point. Settlements are only erected at intersections (where 3 hexes meet). The owner of a settlement will receive Raw Materials from the 2 (coastal intersection) or 3 bordering Land Hexes when their number is rolled (and the robber is not there).

When building a settlement, you must consider two points:

- The settlement must be connected to your own road.
- The Distance Rule must be obeyed.

Example

The White player would like to build a new settlement. the settlement may be built at all intersections marked with a "B". No settlements can be built on the intersections marked "A" because that would violate the Distance Rule. No settlement may be built at intersection "C" because no white road connects to that intersection.

Note

Once a player has built five settlements one of those settlements must be transformed into a city before he or she may build another settlement.

Start arrangement for beginners

If you are a beginner, you may want to set up the game board as follows (see the reverse of the rules sheet):

- Place the Land Hexes exactly as shown.
- Ditto for the Sea Hexes.
- Place the round Number Chips exactly as displayed too.
- Set up the settlements and roads by color as shown.

Tactics (Taktik)

Since the game is played on a variable game board, the proper tactics for each game is different. Nevertheless, there are a few general points to bear in mind:

1. Bricks and Lumber are the most important Raw materials to own at the start of the game. They are needed in both the building of roads and settlements. Each player should therefore try to place a settlement next to at least one "good" forest or hill hex. A "good" hex is one with a frequently rolled number (5,6,8,9).
2. Do not underestimate the value of harbor locations. Special Harbors in particular can be very profitable sources of Raw materials if your other settlements have access to hexes that produce the harbor's required Raw Material.
3. Plan to expand. Don't allow yourself to be trapped by the other players' roads.
4. Trade every chance you can. Even if it is not your turn, by making an offer to the player whose turn it is you increase you chances of getting something you can use later.

Trade Phase (Handel)

After the current player has rolled the dice to determine Raw Material Production, he or she may perform trades to gain more Raw Material Cards. He or she may exchange Raw Material Cards with the other players (Domestic Trade), or without the other players (Sea Trade).

As long as the current player has Raw Material Cards to trade, that player can make as many trades as he or she likes.

Victory points (Siegpunkte)

The first player to gain 10 victory points wins the game. Victory points are awarded for:
- Each settlement: 1 Victory Point
- Each city: 2 Victory Points
- Longest trade route: 2 Victory Points
- Largest knight force: 2 Victory Points
- Each Victory Point Card: 1 Victory Point

Note

Each player begins the game with 2 settlements and therefore starts with 2 Victory Points. It only takes 8 more to win.

Victory Point Card (Siegpunktkarte)

When a player buys a Development Card, they might draw a Victory Point Card. These cards represent important cultural achievements. If a player has bought a victory point card, he or she should keep it secret until they are ready to end the game by declaring it/them part of the 10 victory points needed to win.

Hint

You should always keep at least one Development Card concealed. This will make the other players worry that you have a Victory Point card.

Wasteland (Wuste)

The Wasteland or Desert is the only land hex that will never produce Raw Materials. The robber is placed in the wasteland at the start of the game. If you build at an Intersection that borders the wasteland, you must be aware that only 2 of your bordering land hexes have a chance of producing Raw Materials.