

KLAUS TEUBER

CATAN

3D EDITION

ALMANAC



This *Almanac* contains detailed, alphabetical entries and examples for CATAN. These are not the *Rules*. You do not have to read the *Almanac* prior to your first game. Instead, use the *Rules*. Then read this to enjoy the complete experience.

This *Almanac* includes clarifications and advanced rules. Refer to it if any questions arise during a game.

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B

BUILD (BUILDING)

You may build on your turn after you have rolled for resource production and finished trading. To build, turn in the specified combination of resource cards (see the *Building Cost Cards*[◦]) to the supply.

You can build as many items and buy as many cards as you desire—as long as you have enough resources to “pay” for them and they are still available in the supply. (See *Settlements*[◦], *Cities*[◦], *Roads*[◦], and *Development Cards*[◦].)

Each player has a supply of 15 roads, 5 settlements, and 4 cities. If you build a city, return the replaced settlement to your supply. Roads and cities, however, remain on the board until the end of the game once they are built.

Your turn is over after “building,” and the player to your left continues the game.

After your first few games, we recommend using the *Combined Trade/Build Phase*[◦] (see next column).

BUILDING COSTS CARDS

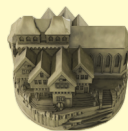
The building costs cards show what can be built and which resources are required. When you pay building costs, you must return the necessary resources to their supply stacks. You can build settlements[◦] and roads[◦], upgrade settlements to cities[◦], and buy development cards[◦].



C

CITIES

You cannot build a city directly. You can only upgrade an existing settlement to a city. Pay the required resources, return the settlement to your supply, and replace the settlement with a city on the same intersection[◦]. Each city is worth 2 victory points. You receive double resource production (2 resource cards) from the adjacent terrain hexes whenever those numbers are rolled.



When you build a city, the upgraded settlement piece becomes available again. You can use it to build another settlement later.

Example: Blue rolls an “8.” He receives 3 ore cards: 1 for his settlement and 2 for his city. Red receives 2 lumber for her city.

Hint: It is extremely difficult to win the game without upgrading settlements to cities. Since you only have 5 settlements available, you can only reach 5 victory points by only building settlements.



COAST

When a terrain hex borders on the sea (i.e., a frame piece), it is called a “coast.” You can build a road along a coast. You can build settlements and upgrade settlements to cities on intersections that border on the sea. However, since a site on the coast borders only 1 or 2 terrain hexes, coastal settlements generate smaller resource yields. Still, coastal sites often lie on harbors, which allow you to use maritime trade[◦] to trade resources at more favorable rates.

COMBINED TRADE/BUILD PHASE

The separation of the trade and build phases was introduced to make the sequence easier to learn for beginners. We recommend experienced players ignore this separation.

After rolling for resource production, you can trade and build in any order (you can trade, build, trade again and build again, etc.). You can even use a harbor on the same turn you build a settlement there. Using this method speeds up the game a lot.

D

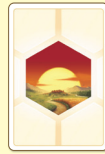
DESERT

The desert is the only terrain hex that does not produce resources. The robber[◦] starts the game there. A settlement or a city built adjacent to the desert yields fewer resources than those built next to one of the other terrain types.



DEVELOPMENT CARDS

There are 3 different kinds of development cards: *Knight Cards*^o, *Progress Cards*^o, and *Victory Point (VP) Cards*^o.



When you buy a development card, take the top card of the draw pile into your hand. Keep your development cards hidden until you play them.

You cannot trade or give away development cards.

You may only play development cards on your turn. You may only play 1 development card during your turn (either 1 knight card or 1 progress card). You can play the card at any time, even before you roll the dice. You may not, however, play a card that you bought during the same turn.

Exception: *If the development card you buy is a victory point card^o that brings you to 10 points, you may immediately reveal this card (plus any other VP cards you may have) and win the game.*



You only reveal victory point cards when the game is over—once you or an opponent reaches 10+ victory points and declares victory.

DISTANCE RULE

You may only build a settlement on an unoccupied intersection^o and only if none of the immediately adjacent intersections contains a settlement or city.



Example: Orange may build a settlement on the intersection marked in green, but not on the intersections marked in red due to the distance rule.

DOMESTIC TRADE (TRADE WITH PLAYERS)

On your turn, you may trade resources with the other players after rolling for resource production. You and the other players negotiate the terms of your trades—such as which cards will be exchanged. You may trade as many times as you can, using single or multiple cards. However, you cannot give away cards or trade matching resources (“trade” 3 ore for 1 ore, for example).

Important: *While you are the active player, other players may only trade with you. They may not trade with each other.*

Example: It is Pete’s turn. He needs 1 brick to build a road. He has 2 lumber and 3 ore. Pete asks aloud, “Who will give me 1 brick for 1 ore?” Alex answers, “If you give me 3 ore, I’ll give you a brick.” Kelli interjects, “I’ll give you 1 brick if you give me 1 lumber and 1 ore.” Pete accepts Kelli’s offer and trades a lumber and an ore for a brick. **Note:** Alex may not trade with Kelli, since it is Pete’s turn.

E

END OF THE GAME

If you have—or reach—10 or more victory points (VP) on your turn, the game ends immediately and you win! You can only win during your turn. If you somehow find you have 10 VP during another player’s turn, you must wait until your next turn to claim victory.



Example: Stephanie has:

- 2 settlements 2 VP
- the Longest Road special card. 2 VP
- 2 cities 4 VP
- 2 victory point cards (in hand). 2 VP



On her turn, she surprises her opponents by revealing her victory point cards, giving her the 10 points needed to win.

G

GAMEPLAY

Here is a summary of the game sequence, plus some more specific entries where you can find details:

- 1) Lay out the game board: *Set-up, Variable Board*^o
- 2) Initial set-up: *Set-up Phase*^o
- 3) Play

The starting player begins the game. The other players follow in clockwise order.

On your turn, you complete these 3 phases in order:

- Roll for *resource production*^o (the roll applies to all players)
- *Trade*^o
- *Build*^o

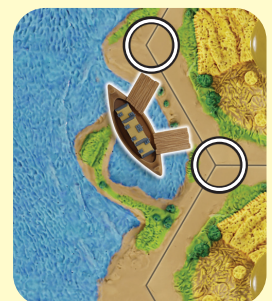
You may play 1 development card any time during your turn.

Pass the dice to the player on your left at the end of your turn. That player then takes their turn using the same 3 phases.

H

HARBORS

Harbors allow you to trade resources more favorably. In order to control a harbor, you must build a settlement on a coastal intersection^o that borders the harbor. They are marked in white in this example. See also *Maritime Trade*^o.



I

INTERSECTIONS

Intersections are the points where the corners of terrain hexes meet or the corner where a hex meets the coast (indicated by white circles in the example). You may only build settlements and cities on intersections. If you build a settlement or a city on an intersection between 2 or 3 terrain hexes, your chances to receive resource cards for that settlement/city increase. Therefore, it is preferable to build on an intersection between 3 hexes when possible.



K

KNIGHT CARDS

Knight cards are a type of development card^o. They have a purple frame.

When you play a knight card, place it face up in front of you. Then, you **must** immediately move the robber^o.

You must move the robber away from its current hex and onto the number token of **any other** terrain hex or on the desert.

You then steal 1 resource card from a player who has a settlement or a city adjacent to the robber. If there are 2 or more such players, you may choose which of them to steal from. You may never steal development cards.

The player you elect to steal from keeps their cards face down while you take 1 of their cards at random. If that player has no cards, you get nothing! (However, you can always ask players about the **number** of resource cards they hold. They must answer truthfully.)

If you are the first player to have 3 knight cards face up in front of you, take the *Largest Army*^o special card. For more details see *Largest Army*.



Example: On his turn, Orange plays a knight card and moves the robber from the *fields* hex to the *hills* hex with the “4.” Orange now steals a random resource from either Red or Blue.

L

LARGEST ARMY

If you are the first player to play 3 knight cards, you receive this special card, which is worth 2 victory points (2 VP). You place the *Largest Army* card face up in front of you. If another player plays more knight cards than you have, they immediately take the special card and the 2 VP bonus with it.



LONGEST ROAD

If you are the first player to build a continuous road of at least 5 individual road pieces, you take this special card and place it face up in front of you. This card is worth 2 victory points (2 VP).

Note: If your road network branches, you may only count the single longest branch for purposes of the longest road.

If you hold the *Longest Road* card and another player builds a longer road, they immediately take the *Longest Road* card and the 2 VP bonus with it.



Example: Orange has the longest road. It is 7 segments long. Red's road is 6 segments long (the extra 2-segment branch does not add to Red's total).

You can break an opponent's road by building a settlement on an unoccupied intersection along that road.



Example: Red builds a settlement on an intersection that breaks Orange's road into 2 parts (2 segments and 5 segments, respectively). Red now has the longest road (6 segments). Red takes the *Longest Road* card from Orange, and with it the 2 VPs.

Special Case: If your longest road is broken and you are tied for longest road, you still keep the *Longest Road* card. However,

if you no longer have the longest road, but two or more other players tie for the new longest road, set the *Longest Road* card aside. Do the same if no one has a 5+ segment road. The *Longest Road* card comes into play again when only 1 player has the longest road (of at least 5 road pieces).

M

MARITIME TRADE

On your turn, you can trade resources using maritime trade during the trade phase even without involving another player.

The most basic (and unfavorable) exchange rate is 4:1. You may trade 4 identical resource cards with the supply in exchange for 1 resource card of your choice. You do not need a harbor (settlement at a harbor location) to trade at 4:1, so when nobody wants to trade...



Example: Benny returns 4 ore cards to the supply and takes 1 lumber card in exchange. Normally, he should first try a more favorable trade with the other players (see *Domestic Trade*).

If you have built a settlement or city at a harbor location, you can trade more effectively. There are 2 different kinds of harbor locations:

Generic Harbor (3:1): Here you may exchange 3 identical resource cards for any 1 other resource card during your trade phase.

Example: Orange has a settlement at a 3:1 generic harbor. He can, for instance, exchange 3 lumber cards for 1 wool card.



Special Harbor (2:1): There is only 1 special harbor for each type of resource (matching resource icon). So, if you produce a lot of a certain type of resource, it can be useful to build on the special harbor for that resource type. The exchange rate of 2:1 only applies to the resource shown on the harbor location. A special harbor does not permit you to trade any other resource type at a more favorable rate (not even 3:1).

Example: Blue has a settlement at the 2:1 ore special harbor. He may exchange 2 ore cards for any 1 other resource card.

Special case: Having a special harbor does not compel you to trade with the supply at the 2:1 rate. You can still trade at 4:1 if you wish. You may occasionally want to do this to protect yourself from the robber.



N

NUMBER TOKENS

The 18 number tokens are marked with the numerals “2” through “12.” There is only one “2” and one “12.” There is no “7.”



The more often a number is rolled, the more often each associated hex produces resources. Note the size of the numbers and the dots (pips) beneath the numbers on the tokens. The taller the number and the more dots, the higher the probability that the number will be rolled. “6” and “8” (the red numbers) are the most frequently rolled numbers. They each have 5 dots, because there are 5 ways to roll these numbers on the 2 dice.

P

PATHS

Paths are defined as the edges where 2 hexes meet, or where a hex meets the coast. Only 1 road can be built on any path. At each end of a path is an intersection.



PROGRESS CARDS

Progress cards are a type of development card. They have a green frame. There are 2 each of 3 varieties:

Road Building: If you play this card, you may immediately place 2 free roads on the board (according to normal road building rules).

Year of Plenty: If you play this card, you may immediately take any 2 resource cards from the supply stacks. You may immediately use these new resource cards during this turn.

Monopoly: If you play this card, you must name 1 type of resource. All the other players must give you *all* of the resource cards of this type that they have in their hands. If an opponent does not have a resource card of the specified type, they do not have to give you anything.

Remember, you may play only 1 development card during your turn and not on the turn you receive it.



R

RESOURCE CARDS (RESOURCES)

There are 5 different types of resources: **lumber** (from forest), **brick** (from hills), **wool** (from pasture), **grain** (from fields), and **ore** (from mountains).



These resources are represented by “resource cards.” You receive these cards as income from the resource production of the terrain hexes. Resource production is determined by the dice roll at the beginning of each turn. You receive resources for each settlement or city that borders the terrain hex matching the number rolled (exception: see *Robber*).

RESOURCE PRODUCTION

On your turn, you must roll the dice for the turn’s resource production. The number rolled determines which hexes produce resources. Each number appears twice—except for “2” and “12,” which only appear once.

All players who have settlements or cities on the hexes indicated by the roll receive the production (resource cards) of those hexes. Each settlement produces 1 resource card and each city produces 2 resource cards.



Example: You roll an “8.” Red receives 3 ore (1 from her settlement and 2 from her city). White receives 1 ore from their settlement. They each take their resource cards from the supply. If you roll a “10,” White receives 1 wool.

If there are ever too few of a given resource in the supply to fulfill everyone’s full production of that resource, then no player receives any of that resource during that turn. **Exception:** If the shortage of resource cards only affects a single player, give that player as many of these resources as are left in the supply, and any additional production is lost. In either case, production of other types of resources is not affected.

RESOURCE TRADE

There are 2 different kinds of resource trade: **domestic trade** (trade with players) and **maritime trade** (trade with the supply). In the second phase of your turn, you may trade with the other players or with the supply. The other players may not trade among themselves but only with the active player.

ROADS

Roads connect your settlements and cities. You can only build roads on paths (including along the coast). You can only build a road on an empty path (i.e., only 1 road per path). A new road must always connect to 1 of your existing roads, settlements, or cities. You cannot build a road on an empty path that is immediately beyond an opponent’s settlement or city. You cannot build new settlements without first building roads. Roads provide victory points only if you hold the Longest Road special card.

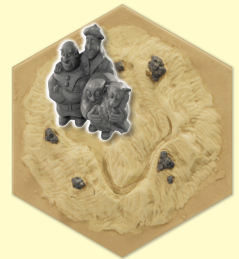
Example: Orange can build a new road on the paths marked in green. He cannot build on the path marked in red, because it is beyond an opponent’s settlement.



Orange cannot build on the path marked in blue, because it is not yet connected to one of his roads, settlements, or cities.

ROBBER

The robber piece begins the game in the desert. You only move it when you roll a “7” or when you play a knight card.



If the robber is on any other terrain hex, it prevents that hex from producing resources. Players with settlements and/or cities bordering the robber’s terrain hex receive no resources from this hex as long as the robber is on the hex.



Example: You rolled a “7.” You must move the robber. The robber was in a fields hex. You decide to place it on the hills hex bearing a “4” number token to block its production. You also steal 1 resource card (at random) from either Red or Blue.

If a “4” is rolled in the coming turns, Red and Blue will not receive a brick resource card from this hex. This blockade persists until the robber is moved—either by another “7” roll or a knight card being played.

ROLLING A “7” AND ACTIVATING THE ROBBER

If you roll a “7” for resource production, none of the players receive resources. Instead:

- 1) Each player counts their resource cards. Any player with more than 7 resource cards (i.e., 8 or more) must choose and discard half of them. Return discards to the supply stacks. If you hold an odd number of cards, round down (e.g., if you have 9 resource cards, you discard 4).

Example: Alex rolls a “7.” He has only 6 cards in his hand. Donna has 8 cards and Pete has 11. Donna must discard 4 cards and Pete 5 (rounding down).

- 2) Then you (the active player) must move the robber^o to the number token^o of any other terrain hex (or to the desert^o hex). This blocks the resource production of this hex until the robber moves to another number token or the desert.

- 3) After you move the robber, you steal 1 resource card at random from a player who has a settlement or city bordering this new hex. If there are 2 or more players with buildings there, you may choose from whom to steal.

The robber must be moved. You may not choose to leave the robber on the same hex.

After moving the robber, your turn continues with the trade phase.

See also *Knight Cards*^o.

S

SETTLEMENTS

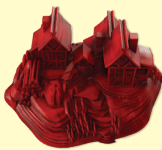
A settlement is worth 1 victory point. You build settlements on intersections^o. You share in all of the resource production of each terrain hex immediately bordering your settlements (*in the example below, Red is bordering 2 pastures and 1 mountain*).

You must build a settlement on an intersection^o that is connected to one of your roads. Additionally, you must obey the *Distance Rule*^o.



Example: Orange wants to build a settlement. He can **only** build it on the intersection marked in green. The intersections marked in red violate the distance rule. The intersection marked in blue is not adjacent to one of Orange’s roads.

Important: If you have built all 5 of your settlements, you must upgrade 1 of your settlements to a city before you can build another settlement. You will then have the settlement in your supply, so you can build another settlement.



SET-UP PHASE

Begin the set-up phase after you build the game map (see Illustration N and *Set-up, Variable Board*^o).

- Everyone chooses a color and takes the corresponding game pieces (5 settlements, 4 cities, 15 roads, and 1 building costs card).
- Sort the resource cards into 5 stacks and place them face up in the card tray.
- Shuffle the development cards^o and place them face down in the card tray.
- Place the 2 special cards and the dice beside the board.
- Place the robber in the desert.

The set-up phase has 2 rounds. Each player builds 1 road and 1 settlement per round.

Round One

Each player rolls both dice. The player who rolls highest is the starting player and begins. If you are the starting player, place 1 settlement on an unoccupied intersection^o of your choice and place 1 road connecting to it.



The other players then follow **in clockwise order**. Everyone places 1 settlement and 1 adjoining road.

Important: When placing all settlements, the *distance rule*^o always applies!

Round Two

Once all players have built their first settlement, the player who went last in round one begins round two. If you are that player, build your second settlement and its adjacent road.

The other players then follow **in counter-clockwise order**. Everyone places 1 settlement and 1 adjoining road.

Important: To do this correctly, the player that places the first settlement in round one must be the player to place the last settlement in round two.

You can place your second settlement on **any** unoccupied intersection, as long as you obey the distance rule. It doesn’t have to connect to the first settlement. Your second road must be adjacent to your second settlement.

You receive your starting resources immediately after placing your second settlement+road. Take one corresponding resource card from the supply for each terrain hex bordering your second settlement.

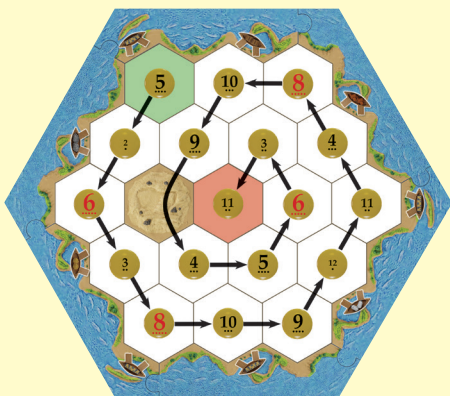
Note: The starting player from “Set-up—Round One” begins the game: That player rolls both dice for resource production. You can find helpful tips about the set-up phase under “Tactics^o.”

SET-UP, VARIABLE BOARD

Assemble the sea frame as outlined on page 1 of the *Rules*.

Because you cannot turn over the 3D terrain hexes and harbors and shuffle them like you would with a 2D CATAN, all players should agree on a suitable way to randomize the terrain. Once you do, build the board as follows:

1. **Sea Frame:** Assemble the sea frame in some agreed-upon random fashion or as described on page 1 of the *Rules*.
2. **Harbors:** Randomize the harbor markers and place them in the coves as described on page 1 of the *Rules*.
3. **Terrain Hexes:** Randomize the 19 terrain hexes and place them into the sea frame.
4. **a. Number Tokens—Standard:** In 2D CATAN, the number tokens have letters printed on the back to help with this placement. The translucent 3D tokens do not. However, you can follow this guide if you want to use this time-tested way to achieve a balanced number arrangement.
 - Arrange the number tokens beside the board in the following order:
5, 2, 6, 3, 8, 10, 9, 12, 11, 4, 8, 10, 9, 4, 5, 6, 3, 11
 - Choose one corner of the island (i.e., a hex that has coast on three sides). Place the first number token (“5”) on that corner hex, then the rest in a counter-clockwise order, spiraling toward the center. Skip the desert hex as shown here:



- b. **Number Tokens—Fully-Random:** Randomize the number tokens and place 1 token on each hex except for the desert.

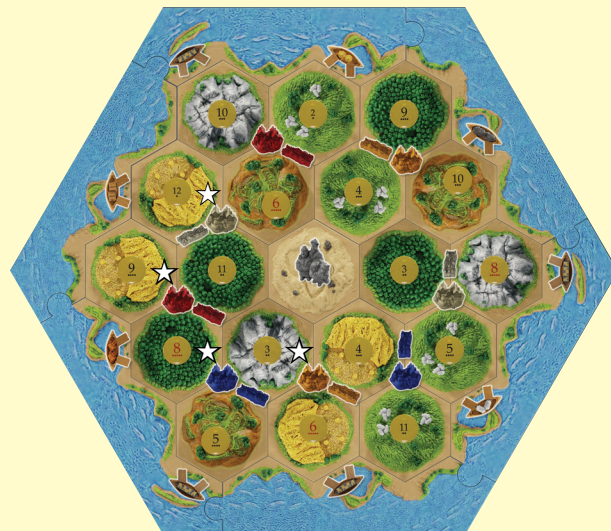
Important: If you use the fully-random method, number tokens with the red numbers (6 and 8) should **never** be on adjacent hexes. Also, no two adjacent hexes should have the same number (no “5” next to a “5,” for example). You may have to swap tokens around a bit to ensure that these restrictions are respected.

5. **Set-up Phase:** Place your starting settlements according to the instructions in Set-up Phase^o (see page 7)

STARTING SET-UP FOR BEGINNERS

If you want to use the standard starting set-up, prepare the board as shown in the *Overview* section of the *Rules*:

- Assemble the sea frame and harbors first.
- Place the terrain hexes and number tokens next.
- Place 2 settlements and 2 roads of each color as shown.
 - If only 3 are playing, remove the red pieces.
- Give each player the 3 resources from the terrain hexes adjacent to their settlement marked with a white star ☆.
- The oldest player takes the first turn.



T

TACTICS

Since you play CATAN with a variable map, the tactical considerations of each game are different. There are, nevertheless, some common points you should consider:

- Brick and lumber are the most important resources at the beginning of the game. You need both to build roads and settlements. You should try to place at least 1 of your first settlements on a good forest or hills hex.
- Do not underestimate the value of harbors. For instance, if you have settlements or cities on a productive *fields* hex, you should try to build a settlement on the *grain* harbor.
- Leave enough room to expand when placing your first 2 settlements. Look at your opponents’ sites and roads before making a placement. Beware of getting surrounded! If you plan to build toward a harbor, the center of the island may be a tricky place for a starting settlement—it can easily be cut off from the coast.
- The more you trade, the better your chances of victory. Even if it is not your turn, you should offer trades to the current player!

TRADE

After you roll for resource production, you may trade with other players (domestic trade^o) or with the supply (maritime trade^o).

- You may trade as many times as you like and as long as you have resource cards.
- If you decide not to trade during your turn, no one can trade.
- You may trade with another player between your turns, but **only if** they are the active player and they elect to trade with you.
- You may **not** trade with the supply during another player's turn.
- You may **not** give away cards.
- You may **not** trade development cards.
- You may **not** trade like resources (e.g., 2 wool for 1 wool).

V

VICTORY POINT CARDS

Victory point (VP) cards are a type of development card^o. They have an orange frame. They can be “built” (or “bought”) from the supply. Victory point cards represent important cultural achievements, represented by certain buildings.



Each victory point card is worth 1 victory point. You only reveal your victory point cards when you or someone else wins the game! Keep victory point cards hidden until you have 10 points during your turn and you can declare victory. (You should also reveal them if someone else wins.)

Hint: Again, keep your victory point cards hidden until the end of the game. Place them face down in front of you. Of course, if you have 1 or 2 unused cards face down in front of you for a long time, the other players will assume that they are victory point cards.

VICTORY POINTS

The first player to reach (or have) 10 or more victory points (VPs) on their turn wins the game.

Players acquire victory points (VPs) for the following:

1 settlement = 1 VP

1 city = 2 VPs

Longest Road special card = 2 VPs

Largest Army special card = 2 VPs

Victory point (VP) card = 1 VP

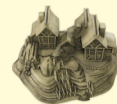
Since each player begins with 2 settlements, each player begins the game with 2 victory points.

Therefore, you only need 8 more victory points to win the game!

Hint: In CATAN, you will often see an icon of a rising sun (on VP cards and special VP cards, etc.). This is the CATAN VP symbol. It is a visual reminder for the things, other than settlements and cities, that earn you VPs. Each VP symbol you see is worth 1 VP.



Victory Points in CATAN



= 1 VP



= 2 VPs



= 2 VPs



= 2 VPs



= 1 VP



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CATAN
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The CATAN card game
for two players.



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