



CATAN

— SCENARIOS —
BIG GAME, BIG HONOR

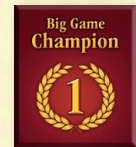
STORY

The players send settlers from their settlements and cities to the Big Game. They give them wool or grain as provisions. If a settler is successful at the Big Game, his owner earns laurels, which lifts the morale of all settlers. The more laurels you earn, the bigger are the advantages available to you.

GAME COMPONENTS

To play this scenario you need the CATAN base game and the following game components:

- 1 Big Game table, consisting of 2 parts
- 24 settlers, 6 of each color
- 24 laurel tokens
- 1 "Big Game Champion" special card



PREPARATION

- Assemble the Big Game table and place it beside the game board.
- Each player receives 6 settlers of his color.
- Place the victory point card and the laurel tokens beside the game board.

GAME RULES

The base game rules apply. Additionally, the following rules are used:

1. Set-up Phase

When you build your second settlement, insert 1 of your settlers into the slot of any free place at the Big Game table, at no cost.

2. Sending Settlers to the Big Game during play

If you pay 1 wool or 1 grain, insert 1 of your settlers into the slot of any free place at the Big Game table. 10 places are available; a number is assigned to each of these places. As soon as all 10 places are occupied, you must roll both dice, if you want to send another settler to the Big Game:

- If you roll the number of a place occupied by an opponent's settler, return that settler to the opponent and insert one of your own settlers into the slot of the place.

- If you roll the number of a place already occupied by one of your own settlers, bad luck – you paid wool or grain for nothing.
- If you roll a "7", repeat the dice roll – if necessary, as many times as required to roll a different number.

Please note:

- None of the players can send more than 6 settlers to the Big Game.
- If the places at the Big Game aren't all occupied yet, you may only send 1 of your settlers to the Big Game during your turn.
- If all places at the Big Game are occupied, you may try to send up to 2 of your settlers to the Big Game during your turn by rolling the dice.

3. Earning Laurel Tokens

- Each time the dice are rolled for production, the player whose settler occupies the place at the table marked with the number rolled receives a laurel token.
- When a "7" is rolled and you have sent the most settlers to the Big Game, you receive 1 laurel token. If various players have sent an equal number of settlers, they do not receive laurel tokens when a "7" is rolled.

Please note: If you have 6 laurel tokens, you can't earn another one.

4. Using Laurel Tokens

If you discard laurel tokens on your turn, an advantage is granted to you. Overviews of the advantages and their respective costs can be found at the end of these instructions.

Please note:

- You may use each of the advantages only once during your turn.
- Laurel tokens may not be traded.
- You may not use laurel tokens before your turn – for example, to send the robber to the desert.

5. "Big Game Champion" Victory Card

The first player to have sent a total of 3 settlers to the Big Game receives the "Big Game Champion" special card. As soon as another player has sent more settlers to the Big Game than the current owner of the special card, that player immediately receives the special card and its victory point.

6. End of the Game

If you have 12 or more victory points during your turn, the game ends and you are the winner.

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The overviews of advantages can be cut out for quick reference.
 A document containing 4 overviews is available for download on catan.com.



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Overview of Advantages	
1 x	Return the robber to the desert.
2 x	Draw 1 resource card from an opponent's face-down hand.
3 x	Take any 1 resource card of your choice from the supply.
4 x	Build 1 road for free.
5 x	Draw 1 development card from the supply stack for free.