

GAME RULES

THE STRUGGLE FOR CATAN™

For 2-4 players Age 8 and Older – By Klaus Teuber

GAME COMPONENTS

◆ **67 resource cards:**

11 brick cards, 11 lumber cards, 16 ore cards, 15 wool cards, 14 grain cards

◆ **42 building cards:**

9 road cards, 5 knight cards, 4 building costs cards, 9 city expansion cards, 15 settlement/city cards (with a settlement on one side, a city on the other)

◆ **1 destiny card**

GOAL OF THE GAME

In *The Struggle for Catan* (SfC), your goal is to be the first to acquire ten victory points. To triumph, you must use your resources to build the best combination of roads, settlements, cities, city expansions, and knights.



Victory Point

You always control the settlements, cities, and city expansions you build. But beware, your control of roads and knights can change from turn to turn.

City expansions are perhaps your most crucial builds. Not only do you get victory points for a city expansion, but you gain a special advantage for each of your cities with an expansion.

You win the game if you are the first player to reach 10 victory points with the cards you play.



Would you like to learn how to play **The Struggle for Catan** right away? Then visit www.profeasy.com.

— Prof. Easy

GAME RULES

SPECIAL PREPARATION

Building Cards

Sort the building cards (road, settlement/city, knight, and city expansion) into 4 separate stacks and place them side by side in the center of the table. In a 2- or 3-player game, some of these cards are removed from play.

2-Player Game: Remove each card whose lower right corner is marked with 3 or 4 player symbols.



3-Player Game: Remove each card whose lower right corner is marked with 4 player symbols.



4-Player Game: Use all building cards.

Place the *settlement/city cards* so that their settlement sides are face up in their stack. Shuffle the stack before the game starts.

Each *knight card* and each *road card* has an A-side on which an advantage is described and a B-side depicting 1 victory point. The A-sides of these cards must be face up in their stack.

Place the *city expansion cards* with their fronts face up in their stack.

Resource Cards and Market

Shuffle the resource cards and organize them face down into a *draw stack*. Draw 5 cards from this stack and place them face up next to the other cards. These cards form the *market*.



You and the other players each draw 3 resource cards from the draw stack. Keep the resource cards hidden in your hand.

Destiny Card

In a 3-4 player game, place the destiny card next to the discard pile, with the white arrows facing up.

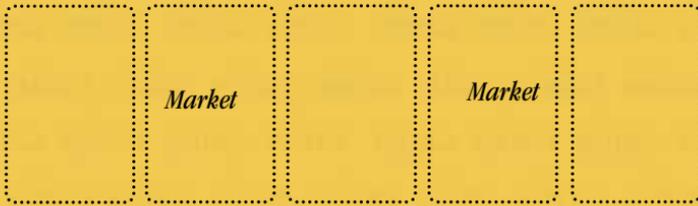


Note: The card is not required in a 2-player game.

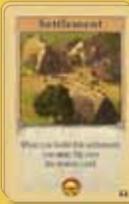
Attention: The direction of the arrow does not specify the order in which the players take their turns. The function of the destiny card is explained in the section "Roads and Knights Change Hands."

GAME RULES

Placement of Resource and Building Cards



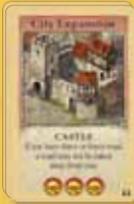
Road



Settlement
/City



Knight



City
Expansion



Draw
Stack



Discard
Pile

Player Set-up

At the beginning of the game, you and each other player take a settlement, a road, and a building costs card. Place these cards in front of yourself. Place the road with its A-side facing up. You start the game with one victory point for your settlement.

GAMEPLAY

The oldest player starts. On your turn, you may perform the following actions, in the order given below:

- 1) **Trade a resource card / resource cards:** Either with the market, an opponent, or the draw stack.
- 2) **"Build" a building card / building cards:** Place a building card in front of you and pay the resources indicated on the building costs card.
- 3) **Draw resource cards.**

Then the next player to your left (i.e., in clockwise order) takes a turn— independently of the direction of the destiny card. Should the draw stack containing the resource cards become depleted during the game, shuffle the cards of the discard pile and use them to create a new draw stack.

GAME RULES

1. Trade a Resource Card / Resource Cards

At the beginning of your turn, you may trade resource cards. The number of cards you may trade depends on how many of your roads have their A-sides face up—roads with their B-sides face up do not count for this purpose.

- If you have no road with its A-side face up, you may only trade 1 card **and** you may only trade with the draw stack.
- If you have 1 or more roads with their A-sides face up, you may trade a like number of cards **and** you may trade those cards with the draw stack, the market, and/or an opponent.

Example: In the illustration on the right, you have 3 roads. Two of the roads have their A-sides face up. So, you may trade a total of 0, 1, or 2 resource cards during your turn.



Trading with the Draw Stack: Return resource cards from your hand to the discard pile. Then, draw an equal number of cards from the draw stack.

Trading with the Market: Take resource cards from the market. Then, return an equal number of resource cards to the market.

Trading with an Opponent: Take resource cards from the face-down hand of any opponent. Then, return an equal number of resource cards. In this context, you may also return cards that you have just taken.

Each turn, the total number of cards you trade using the 3 options above may **not** exceed the number of roads you have with their A-sides face up.

Important: If you trade 2 or more resource cards, you may use a different trading option for each card. For example, if you can trade 3 cards, you may trade one card with the market, one with one of your opponents, and one with another opponent.

Please note: If you have built the city expansion "Library," once during your trade phase you may choose one card from the face-up hand of an opponent, instead of drawing it from his face-down hand. If you want to trade a second card with the same player, you must draw it from his face-down hand again. The opponent should have the opportunity to shuffle his cards prior to the trade.

GAME RULES

2. "Building" a Building Card / Building Cards

To build, place a building card in front of yourself and pay the resources required—returning the resource cards paid to the discard pile. See the building costs card for a summary of what the building cards cost.

- When building, you may pay 3 resources of the same type instead of one of the resources normally required. You may use such replacements as often as desired.
- You may build each type of building card only once during a turn. But, you are allowed to build several different building cards. For example, you may not build 2 roads on the same turn, but you may build a road and a knight.

Road

A road costs 2 resource cards: 1 "lumber" and 1 "brick." Roads are placed in an overlapping fashion so that their texts and/or victory points remain visible. You must place your first road card with its A-side facing up and the next one with its B-side facing up. Subsequent road cards must always be placed so that their A-sides and B-sides alternate.



Knight

In total, a knight costs 3 resource cards: 1 "grain," 1 "wool," and 1 "ore."

Like road cards, knight cards are placed in an overlapping fashion so that their texts and/or victory points remain visible. You must place your first knight card with its A-side facing up. Subsequent knight cards must always be placed so that their A-sides and B-sides alternate.



GAME RULES

Roads and Knights Change Hands

If you pay to build a road and all of the road cards have already been built, take a road card from another player. You take the topmost road card from the player sitting next to you in the direction of the arrow on the destiny card. If that player doesn't have a road card that can be taken, take the card from the player next to him in the direction of the arrow.

If you pay to build a knight and all knight cards have already been built, take a knight card from another player using the same procedure outlined above.

If you have a Church, your first knight cannot be taken. If you have a Castle, your first 3 roads cannot be taken.

Settlement

A settlement is worth one victory point. In total, building a settlement costs 4 resource cards: 1 each of "lumber," "brick," "grain," and "wool." If no more settlements are available, you can't build a new



settlement. When you build a settlement, you may flip the destiny card.

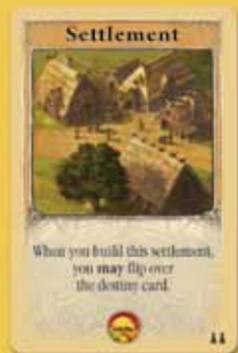
City

A city is worth two victory points. In total, building a city costs 5 resource cards: 2 "grain," and 3 "ore." You must have a settlement in order to build a city.



If you build a city, turn one of your settlement cards so that its city side is face up. Read out loud the event that all players must resolve. If the event "Brigand Attack" occurs, the destiny card must be flipped as well.

Important: *As long as you don't convert a settlement into a city, you may not view the back (city side) where an event is described.*



GAME RULES

City Expansion

A city expansion is worth 3 or 4 victory points, and building one costs 4 resource cards: 3 “wool” and 1 “ore.” To build a city expansion, first pay the building costs, then choose a card from the expansion card stack and place it on one of your city cards. The victory points of the city underneath no longer count. Each city expansion provides an advantage as described on that card and applies immediately. You may build each city expansion only once. For example, you are not allowed to build 2 town halls. If you haven’t built a city, you can’t build a city expansion.



3. Drawing Resource Cards

Take the two top cards from the draw stack. For each knight card you placed with its A-side facing up, you may draw another card.

ENDING THE GAME

The game ends when a player has reached 10 victory points on his turn. The illustration shows the cards placed by the winning player: The player has 2 settlements, converted one settlement to a city, and expanded one city by means of a Library. 2 knight cards and 4 road cards earned him another 3 victory points.



5-6 PLAYER GAME

The game can also be played with 5-6 players, without any restrictions; the same rules apply. However, you need a second copy of the Card Game. Shuffle the resource cards from the second Card Game together with the resource cards from the first Card Game. You only need some of the building cards from the second Card Game—how many of them you need depends on the number of players.

5-Player Game: Add all building cards of the second Card Game that are marked with 3 player symbols.

6-Player Game: Add all building cards of the second Card Game that are marked with 3 and 4 player symbols.

Credits

Design: Klaus Teuber (www.klausteuber.de)

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