

Turn Overview "The Struggle for Catan"

Goal of the Game: 10 Victory Points

1. Trade

You may trade **one** resource card per each road whose A side faces up. The 3 trade possibilities are described on the right.

Trade one resource card with the market.

Trade one resource card with an opponent. (Use the Library to choose the card from the opponent.)

Trade a resource card with the draw stack.

2. Build

To build a road, settlement, city, or city expansion: Pay the resources and place / turn over the card. Each building object may only be built once per turn.

University: To build it, you may replace 1 resource with 3 different resources of one single type.

Merchant Guild: Draw a resource card from an opponent who has an equal number of victory points or more victory points than you.

Road and knight: A and B sides must alternate. If the road or knight supply is depleted, take a road or, respectively, a knight from an opponent who sits closest to you in the direction of the destiny card. The **Castle** protects your first 3 roads, and the **Church** protects your first knight.

Settlement: If the settlement supply is depleted, no more settlements can be built.

City: Flip the settlement over and resolve the event.

City expansion: Place the city expansion on top of the city. A player who hasn't placed a city can't build a city expansion.

3. Draw Resource Cards

Draw two resource cards from the draw stack.
Draw one more resource card per each knight whose A side is face up.