Turn Overview “The Rivals for Catan”
Goal of the game: 7 victory points
(12 victory points in a Theme Game and 13 in the Duel)

Roll the Dice

No Brigand Attack

Production Die

Event Die (If no Brigand Attack)

Action Phase
Build, trade, and play action cards in any order.

Replenish Your Hand

Exchange a Card from Your Hand

Brigand Attack

If you have more than 7 resources, you lose all your wool and gold supplies.

Both players receive one resource in each of their regions whose number matches the production die result.

Trade: If you have the trade advantage, you receive 1 resource of your choice from your opponent.

Celebration: If you have the most skill points, you alone receive 1 resource of your choice. Otherwise, each player receives 1 resource of his choice.

Plentiful Harvest: Each player receives 1 resource of his choice.

Event card: The player who rolled the dice draws the topmost event card and reads the event aloud. All players affected by the event resolve the event.

Build: Place card(s), pay resources. Place red cards only in cities, green cards in settlements and cities.

Trade: Trade 3 resources of the same type for 1 resource of a different type. Some cards allow you to trade at an improved rate.

Play action cards: Play any number of action cards (note the requirements on some cards of the Theme Sets).

Check the strength and trade advantage!

Replenish your hand so that you have as many cards as you are allowed to hold. If you have more than the allowed number of cards in your hand, discard the excess cards to the bottom of your choice of draw stacks.

You may return one card to the bottom of a draw stack and take one card from a draw stack of your choice or pay 2 resources and choose 1 card from a draw stack.