

Catan Dice Game “Extra”

In fall 2007 we had already presented a variant of the *Catan Dice Game*, the *Catan Dice Game “Plus.”* In the *Catan Dice Game “Plus,”* each player settles his own island and scores victory points as in *The Settlers of Catan Board Game*: 1 victory point for each settlement, 2 victory points for each city, and 2 bonus points for the Longest Road and the Largest Army, respectively.

The **Catan Dice Game “Extra”** takes it to the next level: in this variant, the players **settle an island together** and compete for the best building sites and knights.

Preparation

To play the *Catan Dice Game “Extra,”* you first print the **enclosed game map**.

You also need the **6 dice from the *Catan Dice Game – Standard Edition*** and **4 pens or crayons of different colors**.

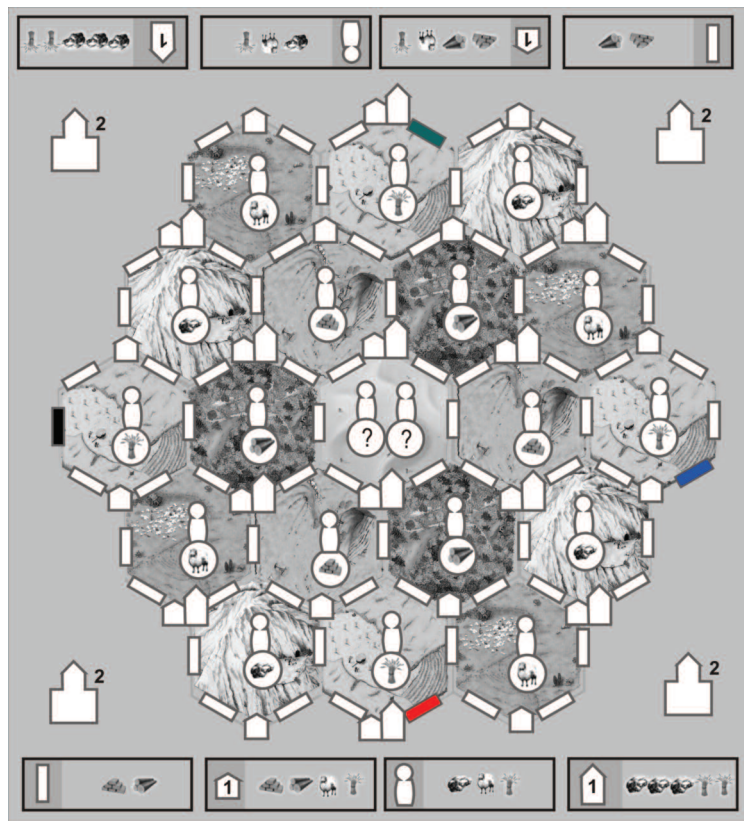
In addition, you need two objects to indicate which player is the current owner of the **Longest Road** and **Largest Army**, respectively. For this purpose, you can also cut out and use the two tiles depicted below the game map.

Let's get started!

At the beginning of the game, each player builds a **road**. The youngest player starts. He chooses a road as his starting road and marks it in his color. The road must be a **coastal road**. Then the other players, in clockwise order, also choose coastal roads and mark them. Each starting road must be **at least 5 roads away** from the previously built roads, meaning that the starting roads must be separated by at least 5 unbuilt roads. Once all players have chosen a starting road, the starting player begins the game. He takes **3 of the 6 dice** and rolls according to the established Dice Game rules: he may roll the dice up to three times, after each dice roll setting aside any number of dice and rolling the remaining dice once again.

After the third dice roll at the latest, his final result is determined, and the player may use the resources rolled to build.

Each subsequent player may add another die, until one player rolls all 6 dice. From then on, all players may always roll 6 dice.



Building

Road / Settlement

You may build a road or settlement if one of your own roads leads to the building site. You are not allowed to “skip” buildings: if your road borders an unbuilt settlement site, you may not build a road behind that site – you must first build the settlement. You may never build behind a foreign settlement / city.

When you build a settlement, mark the settlement symbol with your color.

Please note: Some settlements can be upgraded to cities. If you build a settlement of this type, you only mark the smaller “house” part of the symbol. However, if you have built a settlement that can be upgraded to a city, you may build roads adjacent to it even though the city has not been built yet.

City

You may upgrade an already built settlement to a city. If you upgrade such a settlement to a city, you also mark the larger “tower” part of the symbol with your color.

Knight

You can “build” a knight if one of your own roads / settlements / cities is on an edge or a corner of the knight's hex.

When you build a knight, mark his body and head with your color.

Use of Knights

If you have built a knight, you may use him in one of the next rounds. This is done in exactly the same way as when using knights as jokers in the *Catan Dice Game - Standard Edition*.

Goal of the Game and Victory Points

The goal of the game is to be the first player to reach 10 victory points. Each settlement built is worth 1 victory point, each city built is worth 2 victory points.

The player who currently has the Longest Road receives 1 victory point.

The player who currently has the Largest Army receives 2 victory points.

Longest Road

As soon as a player has a continuous road of at least 5 individual road pieces (branches do not count), he has the "Longest Road." Needless to say that foreign settlements / cities interrupt the continuous road – own settlements / cities don't.

This player receives the tile or the above-mentioned object symbolizing the Longest Road.

If another player builds a longer continuous road, he receives the Longest Road.

Largest Army

The first player to build 3 knights has the "Largest Army." A knight counts toward the Largest Army, regardless of whether his function as a joker has been used.

This player receives the tile or the above-mentioned object symbolizing the Largest Army.

If another player builds more knights than the current owner of the Largest Army, this player receives the Largest Army.

Optional Rule: Castles

In the corners of the game map, four castles are depicted. To build a castle, you need to roll 6 symbols of the same type. All players may try to build castles. There are no prerequisites for building a castle, i.e., if you have rolled the required resources (also gold), you may mark any unbuilt castle with your color.

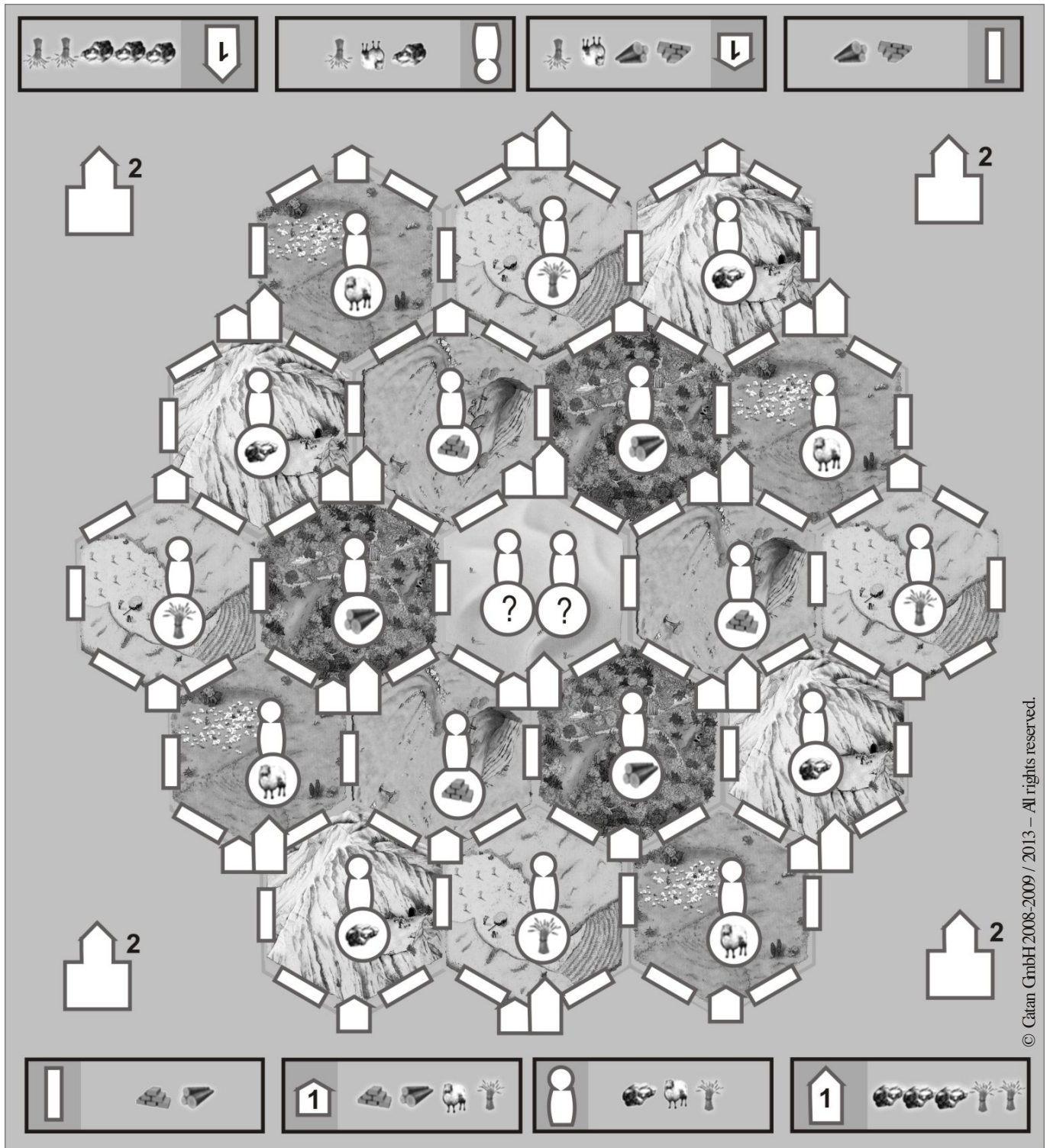
A castle is worth 2 victory points.

Hint: Without joker it is very difficult to roll the resources required to build a castle. It is likely that in many games no castle is built at all. Castles are meant to provide players who are surrounded and can't move, or who are lagging behind, with an opportunity to turn the game around - if they get lucky.

Please note: The two joker knights in the desert are very valuable for building a castle. Should you be able to build both joker knights, it will be very easy for you to build a castle.

Have fun!

Catan Dice Game “Extra”



© Catan GmbH 2008-2009 / 2013 – All rights reserved.

Longest Road 1 Victory Point



This card goes to the player with the longest unbroken road of at least 5 segments.

Another player who builds a longer road takes this card.

Largest Army 2 Victory Points



The first player to build 3 knights gets this card.

Another player who builds more knights takes this card.