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.