**GAME RULES**

**GAME COMPONENTS**

- **62 Resource Cards**
- **42 Building Cards**
- **1 Destiny Card**

**GOAL OF THE GAME**

In *Struggle for Catan*, your goal is to be the first to acquire 10 victory points. To triumph, you must use your resources to build the best combination of roads, settlements, cities, city expansions, and knights.

**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 0 or 4 player symbols.
- **3-Player Game:** Remove each card whose lower right corner is marked with 0 player symbols.

**Resource Cards and Market**
Shuffle the resource cards and organize them face down in a draw stack. Draw 5 cards from this stack and place them face up in front of 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.

**Placement of Resource and Building Cards**

- **Market**
- **Road Settlement**
- **City Expansion**
- **City Knight**
- **Market Knight**
- **Market City Expansion**
- **City Knight Expansion**

**GAME PLAY**

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

1. **Trade one or more resource cards:** Either with the market, an opponent, or the draw stack.
2. **Build** one or more building cards:
   - Place a building card in front of yourself 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.
4. **Draw a Trading Card:** The number and type of resources you have to pay are indicated on the building costs card.
5. **Trade with the Market:** Take resource cards from the market.
6. **Trade with an Opponent:** Take resource cards from the face-down hand of any opponent. 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 to the market. Trading with the Market: Take resource cards from the market. Then, return an equal number of resource cards to the market.

**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 so that its A-side is face up. You start the game with 5 victory points for your settlement.

**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 so that its A-side is face up. You start the game with 5 victory points for your settlement.

**TRADE 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.

**TRADE WITH THE MARKET**
Return resource cards from the market.

**TRADE WITH AN OPPONENT**
Take resource cards from the face-down hand of any opponent. 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 to the market. Trading with the Market: Take resource cards from the market. Then, return an equal number of resource cards to the market.

**TRADE 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.

**TRADE WITH THE MARKET**
Return resource cards from the market.

**TRADE WITH AN OPPONENT**
Take resource cards from the face-down hand of any opponent. 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 to the market. Trading with the Market: Take resource cards from the market. Then, return an equal number of resource cards to the market.

**TRADE 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.

**TRADE WITH THE MARKET**
Return resource cards from the market.

**TRADE WITH AN OPPONENT**
Take resource cards from the face-down hand of any opponent. 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 to the market. Trading with the Market: Take resource cards from the market. Then, return an equal number of resource cards to the market.

**TRADE 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.

**TRADE WITH THE MARKET**
Return resource cards from the market.

**TRADE WITH AN OPPONENT**
Take resource cards from the face-down hand of any opponent. 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 to the market. Trading with the Market: Take resource cards from the market. Then, return an equal number of resource cards to the market.

**TRADE 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.

**TRADE WITH THE MARKET**
Return resource cards from the market.

**TRADE WITH AN OPPONENT**
Take resource cards from the face-down hand of any opponent. 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 to the market. Trading with the Market: Take resource cards from the market. Then, return an equal number of resource cards to the market.

**TRADE 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.

**TRADE WITH THE MARKET**
Return resource cards from the market.

**TRADE WITH AN OPPONENT**
Take resource cards from the face-down hand of any opponent. 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 to the market. Trading with the Market: Take resource cards from the market. Then, return an equal number of resource cards to the market.

**TRADE 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.

**TRADE WITH THE MARKET**
Return resource cards from the market.

**TRADE WITH AN OPPONENT**
Take resource cards from the face-down hand of any opponent. 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 to the market. Trading with the Market: Take resource cards from the market. Then, return an equal number of resource cards to the market.

**TRADE 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.

**TRADE WITH THE MARKET**
Return resource cards from the market.

**TRADE WITH AN OPPONENT**
Take resource cards from the face-down hand of any opponent. 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 to the market. Trading with the Market: Take resource cards from the market. Then, return an equal number of resource cards to the market.
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 so that its A-side is face up and the next one so that it is face up. Subsequent road cards must be placed so that their A-sides and B-sides alternate.

A city expansion is worth 3 or 4 victory points. For example, you are not allowed to overlap as described on that card and applies immediately. You may build your first knight card so that its A-side is face up. Subsequent knight cards must always be placed so that their A-sides and B-sides alternate.

If you build a city, turn one of your settlement cards so that its City side is face up. Read out loud to him/her in the direction of the arrow. If that player doesn’t have a road card marked with 3 player symbols, take the card from the player next to him/her in the direction of the arrow. If you build a city, all and all knight cards have already been built, take a knight card from an opponent using the same procedure outlined above.

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

A city is worth 2 victory points. In total, building a city costs 4 resource cards: 3 and 1 “wool.” A city is worth 2 victory points.

The victory points of the city underneath a church cost 1 “lumber,” 1 “brick,” and 1 “grain.” 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 so that its A-side is face up. Subsequent knight cards must always be placed so that their A-sides and B-sides alternate.

Catan: Dice Game™ lets you enjoy Catan in the smallest area possible. Play in the back of a car, or as a restaurant, or anywhere else you decide to see!