

CATAN

The Paired Players Turn Rule for the 5-6 Player Extensions

INTRODUCTION

These instructions give you the opportunity to play according to the new “paired players’ turn” rule for 5-6 players that officially replaces the previous “special build phase” of the 5-6 player extensions of the CATAN series. It was first introduced in the “CATAN – Starfarers” extension for 5-6 players, although there it hadn’t been given this name yet. On the digital gaming platform “CATAN Universe” (www.catanuniverse.com) it is now the official rule for 5-6 player games.

GAME COMPONENTS

- 1 “Catanian 1” marker
- 1 “Catanian 2” marker

NEW GAME RULES

The paired players’ turn rule applies to CATAN and to all extensions for its expansions:

- CATAN – Seafarers
- CATAN – Cities & Knights
- CATAN – Traders & Barbarians
- CATAN – Explorers & Pirates

According to the paired players’ turn rule, there are always 2 players (*Catanian 1* & *Catanian 2*) participating in a turn. To determine the starting player, everyone takes turns rolling both dice. The player who rolls highest takes the “Catanian 1” marker and places it in front of them. The third player to the left of the starting player takes the “Catanian 2” marker. After the set-up phase, the turn sequence is as follows:



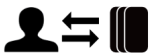
PRODUCTION PHASE, TRADE PHASE, AND BUILD PHASE

Turn of “Catanian 1”

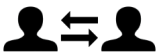
On their turn, *Catanian 1* proceeds as usual:



Catanian 1 rolls the dice to determine the resource production for all players.



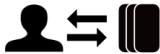
Catanian 1 may exchange resource cards with the supply or trade with the other players.



Catanian 1 may build as shown on the building costs card and play a development card (this may also be a development card previously purchased as *Catanian 2*).

Turn of “Catanian 2”

After *Catanian 1* has finished their turn, it is *Catanian 2*'s turn:



Catanian 2 may exchange resource cards with the supply.



Catanian 2 may build as shown on the building costs card and play a development card (this may also be a development card previously purchased as *Catanian 1*).

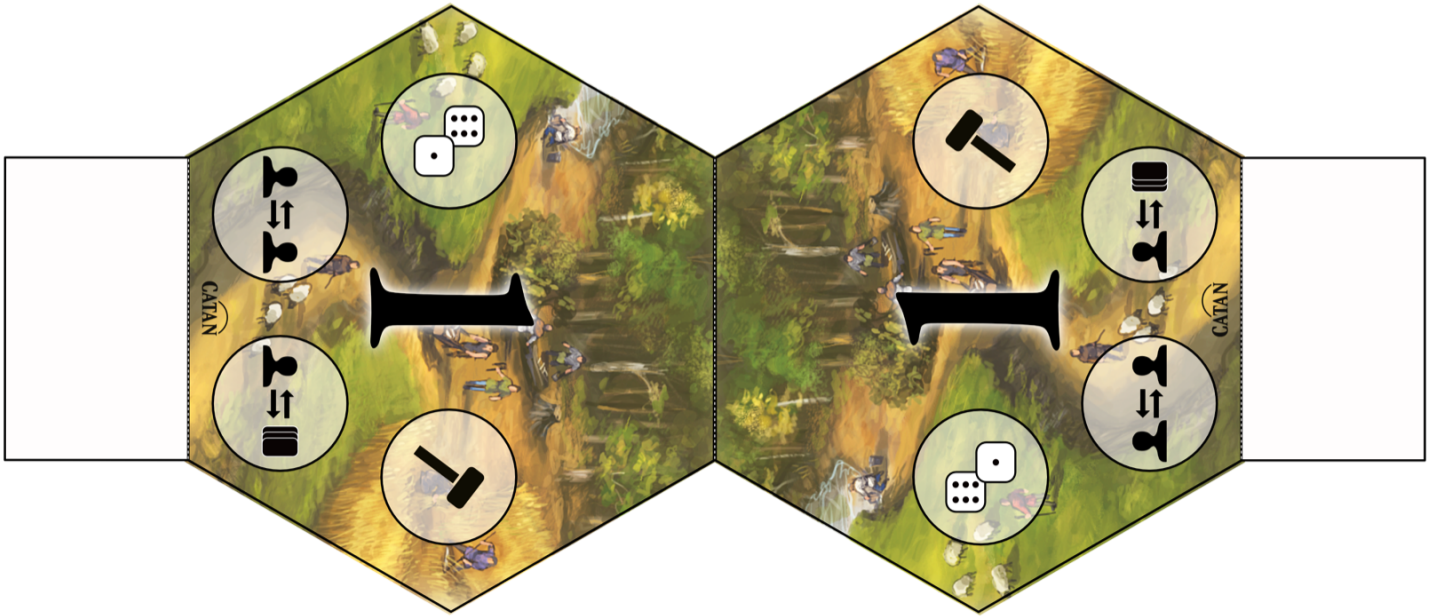
Catanian 2 is not allowed

- to roll for production again at the beginning of their turn,
- to trade with the other players, and
- to play a development card before *Catanian 1*'s production roll.

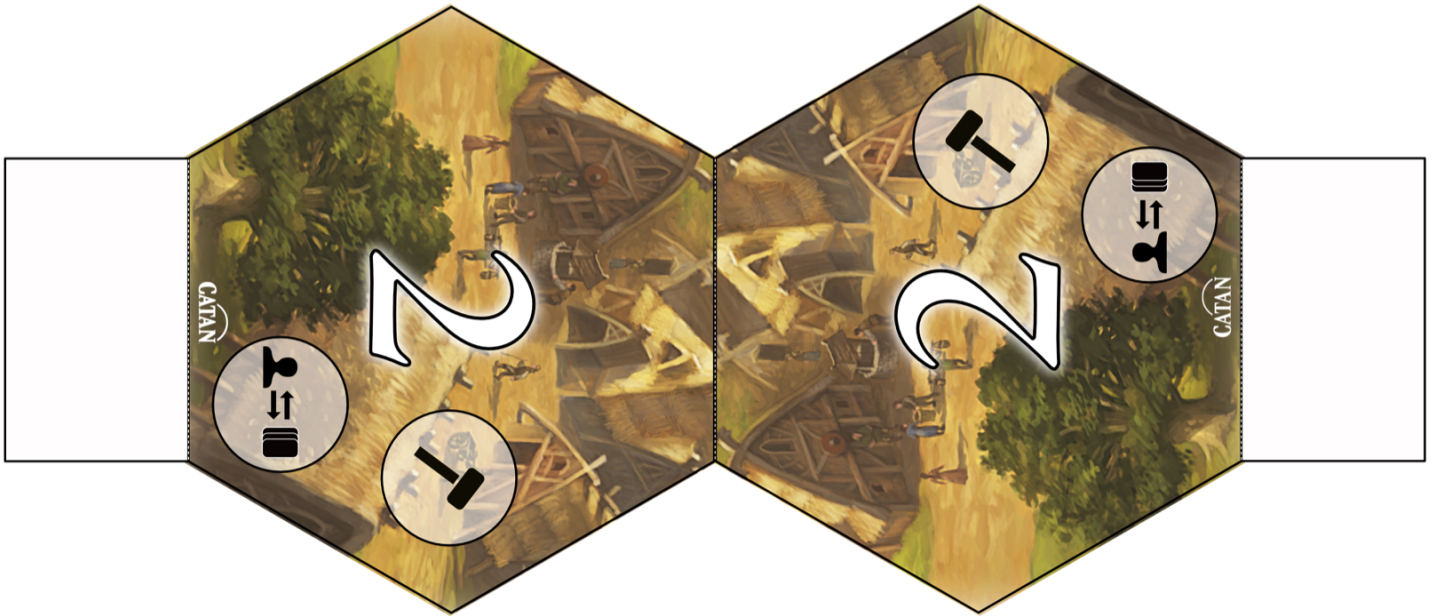
After *Catanian 2* has finished their turn, *Catanian 1* and *Catanian 2* each pass the marker to their left. The new *Catanian 1* starts their turn by rolling for production.

Please note: The game still ends when one player reaches 10 or more victory points on their turn. You can only win during your turn, for which you must reach/have at least 10 victory points on your turn. Both *Catanian 1* and *Catanian 2* are considered to be taking their turn. If *Catanian 1* and *Catanian 2* reach the 10 points on the same turn, the paired players' turn order must be taken into account. If, for example, *Catanian 1* reaches 10 victory points on her turn, she immediately wins. In this case, *Catanian 2* no longer takes his turn.

“CATANIAN 1” MARKER



“CATANIAN 2” MARKER



Crafting Instructions:

Print out the markers and cut them out along the continuous line. For greater stability, you can also glue them to some thicker cardboard. Then fold the markers inward along all the dotted lines, so that the two white surfaces of each marker lie on top of each other. Attach the two white surfaces to each other, e.g., by gluing or stapling them together, and you're ready to play according to the new rule. Have fun!



COMMENTS FOR PLAYING WITH THE EXTENSIONS AND EXPANSIONS:

1. Seafarers

On their turn, *Catanian 2* may also move a ship according to the usual rules.

2. Cities & Knights

On their turn, *Catanian 2* may also

- play any number of progress cards,
- promote, move, activate, and deactivate knights and use a knight to chase away the robber or displace another player's knight, and
- improve cities.

Catanian 2 is not allowed to play an Alchemist before *Catanian 1* rolls the dice.

3. Traders & Barbarians

Scenario “The Fishermen of Catan”: *Catanian 2* may also give the old boot to another player who has the same number of victory points as they (or more than they) and perform actions with fish cards.

Scenario “Barbarian Attack”: *Catanian 2* may also move their knights at the end of their turn.

Scenario “Traders & Barbarians”: *Catanian 2* may also move their wagon at the end of their turn.

4. Explorers & Pirates

After their trade and build phase, *Catanian 2* may also move all their ships and perform actions with them.

The logo for the board game Catan, featuring the word "CATAN" in a bold, serif font with a curved line above the letters "A" and "N".

CATAN