

CATAN

LOGIC PUZZLE

INSTRUCTIONS

"Land ho!"

After months at sea, the lookout sights your destination: the island of Catan. Even under cloudy skies, it radiates beauty and promise. Its high stone peaks, dense forests, and lush pastures attest to its famed natural bounty.

Tales of Catan all carry a hopeful message: with a little resourcefulness, anyone can prosper here. Dreaming of adventure, you've come to build a new life, hoping to find good use for your skills in planning and trade.

As you step onto the dock, the harbor master greets you with a warning: "Watch out for robbers! They are known to ambush caravans in these parts."

For a moment, your hope falters was coming here a mistake?

Then, the sky clears. Rays of sunlight spill from the clouds, setting vast fields of wheat ablaze in a wash of brilliant gold.

You smile, and your hope returns. Come what may, Catan will provide.



Choose a Puzzle Card and place all starting pieces on the game board as shown on the card. You can play each card in order or as a standalone puzzle. Set aside all the pieces shown on that Puzzle Card. You are now ready to create a Trade Route.

Setup

To solve a puzzle, you must connect ALL Settlements and Cities pieces by using ALL Route and Robber Pieces shown on the Puzzle Card. Once you have solved a puzzle, check the back of the Puzzle Card to see if your solution is correct.

Solving a Puzzle

You are an explorer and trader with the ambition of establishing Trade Routes between Catan's settlers. As caravans travel these routes, new settlements, cities, and Knights will follow, allowing life on Catan to flourish. Each puzzle is a step along your journey, showing the objective, setup, and pieces needed to complete your Trade Route.

Overview

- 1 Storage Case
- 1 Instructions
- with Game Board Lid
- 40 Puzzle Cards
- 10 Route Pieces
- 5 Robber Pieces
- 5 Knight Pieces
- 5 Settlement Pieces
- 5 City Pieces
- 2 River Pieces
- 1 Desert Piece

Components



Starting Pieces

Starting pieces represent the terrain, settlements, and dangers in each puzzle. After Setup, starting pieces NEVER move.

Settlements and Cities Pieces

The Settlements and Cities of Catan are where the island's settlers live, work, and trade from.

All Settlements and Cities pieces on the game board must be connected by Route pieces to successfully solve the puzzle.



Robbers Pieces

Robbers hide in the wilderness, lying in wait to ambush trade caravans.

You can never place Route pieces adjacent to a Robber piece. Only Knights pieces can be placed adjacent to a Robber piece (see Knights Pieces).



Deserts and Rivers Pieces

Arid Deserts and raging Rivers pose obstacles to building Trade Routes.

Deserts and Rivers pieces block sections of the game board, however, Route pieces may be placed adjacent to them.



Building Trade Routes

To complete a Trade Route, you must connect ALL Settlement and City pieces on the game board by placing all the Route pieces shown on the Puzzle Card.



Example: Settlements A, B, and City C are placed on the board in the positions shown. To solve the puzzle, a Trade Route piece must connect all the Settlements and Cities pieces.

Route Pieces

Route pieces represent trades and exchanges made along routes between Settlements and Cities.

When placing a Route piece adjacent to another piece, the resource symbol(s) on that Route piece MUST match the resource symbol(s) on the piece it is placed alongside. You can never place a Route piece so that one of its resource symbols is adjacent to a different resource symbol.



Route pieces must be placed fully within the game board.

Example: A Route piece is placed so its Ore resource matches the Ore resource on the Settlement, and the Lumber resource matches the Lumber resource on the Route piece placed earlier.



Example: A Route piece may not be placed so its Grain resource is adjacent to Lumber.



Knights Pieces

Knights travel alongside Trade Routes, protecting caravans from Robbers.

Knights pieces follow all the same rules as Route pieces, except for the following:

A Knight piece must ALWAYS be placed adjacent to a Robber piece; it cannot be placed elsewhere. Only the Knight symbol can be placed adjacent to the Robber, not the resource symbols.



Example: A Knight piece is placed alongside a Robber piece.



Example: An Ore resource on a Knight piece may not be placed alongside a Robber piece.



When placing a Knight piece, you may choose which Robber piece to place it adjacent to. Up to three Knights pieces may be placed adjacent to a single Robber piece.