

CATAN®

THE GAME

5-6 PLAYER EXPANSION

CATAN® – 5-6 Player Expansion™ (aka **CATAN 5-6**) is an expansion to CATAN that allows you to add one or two players to your CATAN games. The island is larger, the demand for resources is fiercer, and the thrills are greater!

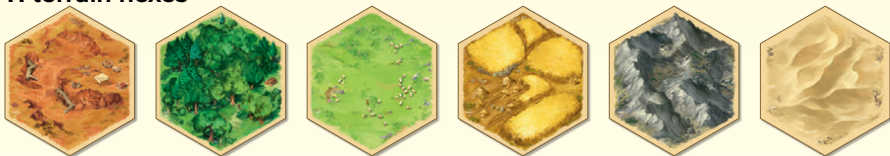
CATAN 5-6 uses the same rules as CATAN with a few additions, including updates for:

1. Board assembly
2. Placing your starting pieces
3. The paired players turn


COMPONENTS

To play **CATAN 5-6**, you will need most of the components from CATAN. Return the number discs from CATAN to the box, as you will use the ones from **CATAN 5-6** instead. This box contains the following:

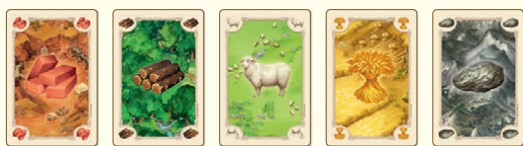
11 terrain hexes



2x hills 2x forests 2x pastures 2x fields 2x mountains 1x desert

CATAN 5-6 hexes can be identified by the watermark  in the lower left corner. Number discs also have this symbol on the back below the letter(s).

25 resource cards



5x brick 5x wood 5x wool 5x wheat 5x ore

2 paired player markers



with plastic bases

9 development cards



1x Monopoly 1x Road Building 1x Invention 6x Knights

28 number discs



10 settlements



5x each color

8 cities



4x each color

30 roads



15x each color

4 sea frame pieces



2 player aids



front

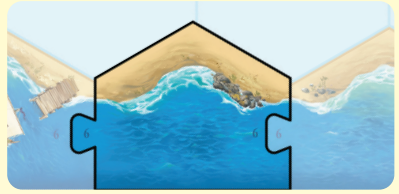


back

FIXED SETUP

1 Assemble the Frame

Take the four small frame pieces from CATAN 5–6 and insert them between the larger CATAN frame pieces, matching the numbers at the puzzle piece ends.



2 Place the Hexes and Number Discs

Place the terrain hexes and number discs inside the frame as shown.



3 Create the Supply

Shuffle the 25 resource cards and 9 development cards into their respective decks from CATAN.

4 Complete the Setup

Complete the setup as described on page 4 of the CATAN rulebook (2025) under “Fixed Setup.” In a 5-player game, one color is not used. Take 1 road piece of each color. Players take turns randomly drawing one of those road pieces.

The final road piece is the color that is not used. Place the settlements of that color on the board without roads. Return the remaining unused player pieces of that color to the box.

The starting resources for each color are shown to the right:



5 Choose the First Player

Each player rolls the dice. The player with the highest roll is the first player and receives the player 1 marker. The third person to the left of the starting player receives the player 2 marker.



RULES

NOTE: This edition has **new paired player rules** that replace the special building phase found in previous editions of *CATAN* 5–6.

TURN OVERVIEW

CATAN 5–6 is played over a series of turns, starting with the first player, and moving clockwise around the table. A turn consists of three phases, which occur in this order:

PLAYER 1

1. Production Phase
2. Action Phase

PLAYER 2

3. Action Phase

Once player 2 has finished their Action phase, if the game hasn't ended yet, pass the dice and the player markers to the left. The new player 1 begins their turn with the Production phase.

RULES CHANGE FOR PAIRED PLAYERS

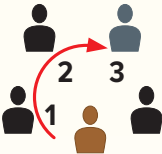
Player 1 takes their turn exactly as they would in a game of *CATAN*, including winning the game by reaching 10 VPs through a combination of buildings, bonus VP tiles, and Victory Point cards. In this case, the game ends immediately—even before player 2 takes their Action phase.

If player 1 does not win on their turn, then player 2 takes an Action phase with one restriction: **Player 2 may not trade with other players.** All other actions remain the same.

PAIRED PLAYERS

5 players

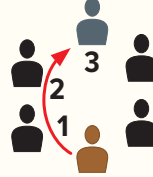
The third player to the left of the first player is *player 2*.



The first player is *player 1*.

6 players

The third player to the left of the first player is *player 2*.





The first player is *player 1*.

Note: Development cards built when you are player 2 may be played as normal when you are player 1 and vice versa.

If player 2 reaches 10 VPs during their part of the paired player turn, the game ends immediately, and they win.

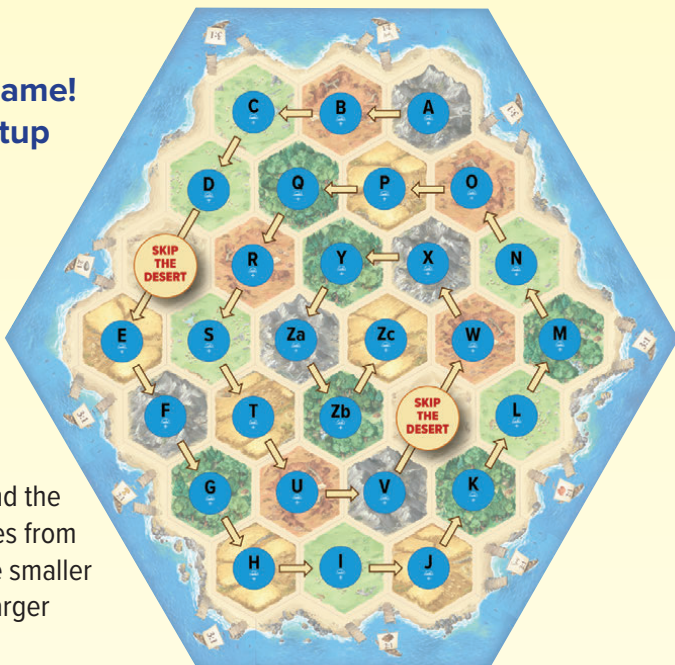
TURN SUMMARY CHART

 PLAYER 1	 PLAYER 2
<ul style="list-style-type: none"> ● Production Phase 	
<ul style="list-style-type: none"> ● Action Phase <ul style="list-style-type: none"> ▶ Trade (with players or supply) ▶ Build ▶ Play 1 development card (optional) 	<ul style="list-style-type: none"> ● Action Phase <ul style="list-style-type: none"> ▶ Trade (with supply) ▶ Build ▶ Play 1 development card (optional)

VARIABLE SETUP

Level up your game!
The variable setup provides the full CATAN experience.

Here's how:



1 Assemble the Frame

Shuffle the sea frame pieces from CATAN and the four small frame pieces from CATAN 5–6. Insert the smaller pieces between the larger CATAN frame pieces.

2 Place the Hexes

Randomly place the terrain hexes face up inside the frame.

3 Place the Number Discs

Arrange the discs face down in A-B-C order, ending in Za-Zb-Zc. Starting in any corner of the board, place the number discs on the hexes counterclockwise, skipping both deserts. Then turn them over so the number side is face up.

4 Create the Supply

Shuffle the 25 resource cards and 9 development cards into their respective decks from CATAN.

5 Complete the Setup

Complete the setup as described in “Variable Setup” on page 11 of the CATAN rulebook (2025).

The first player receives the player 1 marker. The third person to the left of the first player receives the player 2 marker.

CREDITS

Designed by: Klaus Teuber (1952–2023)

Ongoing design: Benjamin Teuber

Development team: Jasmin Balle, Arnd Beenen, Morgan Dontanville, Arnd Fischer, Bianca Freund, and Sonja Krützfeldt

Art: Quentin Regnes (cover), Eric Hibbeler with assistance from Kin Wald (interior)

Graphic design: Az Sperry (ENG), Michaela Kienle (GER)

3D Graphics: Alex Colón Hernández

Lead editor & rules redesign 6th Edition (ENG): Anne Reynolds

Lead editor & rules redesign 6th Edition (GER): Tina Landwehr-Rödde

Editor of 1st Edition: Reiner Müller

Producer: Ron Magin

Special Thanks: Brea Blankenfeld, Sebastian Castro Casas, Nadine Fiedler, Caroline Fischer, Ralph Hamor (LSKC/1-804), Riley Jouppi, Stephanie Newman, Donna Prior, Sabrina Risch, Kelli Schmitz, and especially Guido Teuber

Technical editing/proofreading support (ENG): Steven Kimball, Jason D. Kingsley

Production team (US): Justin Anger, Emily Frenchik, and Estelle Gavin

Head of CATAN Studio: Pete Fenlon

You have purchased a game of the highest quality. However, if you find any components missing or damaged, please visit:

catanstudio.com/support

For all other inquiries, contact us at:

info@catanstudio.com

Copyright © 2025 CATAN GmbH and CATAN Studio. CATAN, CATAN – 5–6 Player Expansion, the “CATAN Sun,” the CATAN Brand logo, and the CATAN Hex Icon—and all other marks herein—are trademarks of CATAN GmbH (catan.com) in various territories of the world and are used under license from CATAN GmbH. All rights reserved. Published by CATAN Studio, 1995 W. County Rd. B2, Roseville, MN 55113 USA. Phone +1.651.639.1905.

 
catan.com catanstudio.com