

KLAUS & BENJAMIN TEUBER

CATAN[®]

CONNECT

EVENT RULEBOOK



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Introduction

In CATAN® — *Connect™* (aka Connect), you play on the large region world of Catan - with everyone at the same time! Trade resources and make quick decisions because time is ticking. Make your way through the desert and secure the best building sites in neighboring regions. Predetermined round times, a dice roll for everyone, and simultaneous action phases give the game its special charm. A fast-paced CATAN adventure, full of action and fun, awaits you!

We are pleased that you will be part of the Connect experience.

For optimal gaming fun, you must already know the rules of CATAN — *The Game* (aka CATAN). All rules from that game apply. This guide only describes the changes. If you want to refresh your knowledge of the rules, you can download them from our website: www.catan.com.

We wish you a lot of fun on the big region world!

Components

game mats (A, B, C)



edge mats



robbers (1x per person)



resource tokens



wood



wool



brick



ore

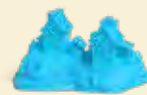


wheat

player pieces



cities
(5x per person)



settlements
(5x per person)

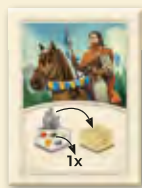


roads
(18x per person)

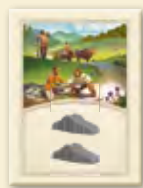
markers (4x per person)



development tiles



Knight



Road Building



Invention



Victory Point



tile back

Connect online app



more info
on page. 5

Setup

The Game Mat



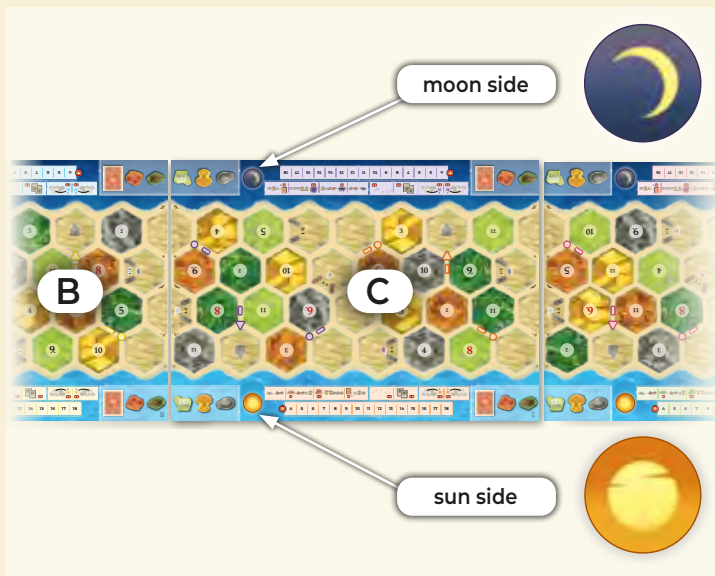
There are three different game mats: A, B, and C (noted in the lower right-hand corner of the sun edge of the mat). For your *Connect* event, the mats are laid out in line in A-B-C-A-B-C order.

Each mat contains two starting regions, shown in the diagram above as the pink region and the green region. Each region has starting positions for 3 roads (rectangles), 2 settlements (circles), and 1 city (triangle). The supply of resources and development tiles is shared between all players.

Important: Players must use the color of player pieces that correspond to their region. If a player wants a different player color, they will need to swap seats with someone.



On each side of the game mat, you will find a sun or moon symbol. During each game round, the app will call out which side, sun or moon, is active.

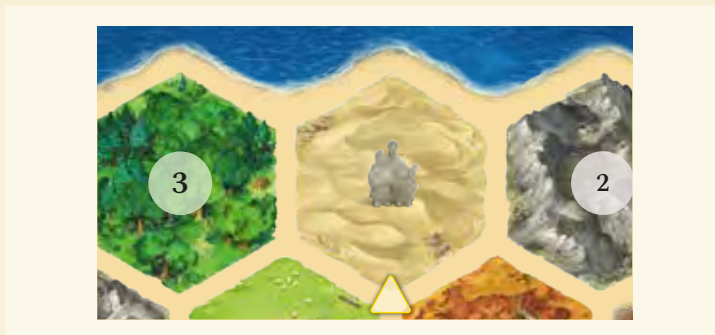


Players sitting at the end of a row of tables have an edge mat to their left or right. Instructions for interacting with the edge mat are on page 7.



Robber

There are 2 robbers on each game mat, one for each region. The robbers start on the desert hex of each region.



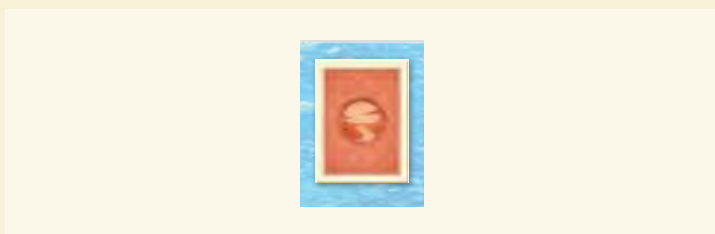
Resources

Each mat has two supply areas showing pictures of all 5 resources. These supply areas form a common supply pool for all players. If a resource type is no longer available in the supply closest to you, take it from the supply area across from you or from the supply area on a neighboring mat.



Development Tiles

Each mat also has two supply areas showing a picture of the development tiles. Unlike resources, you may only draw development tiles from a supply area on your own mat. You may draw a tile from your side of the mat or from the supply area across from you.

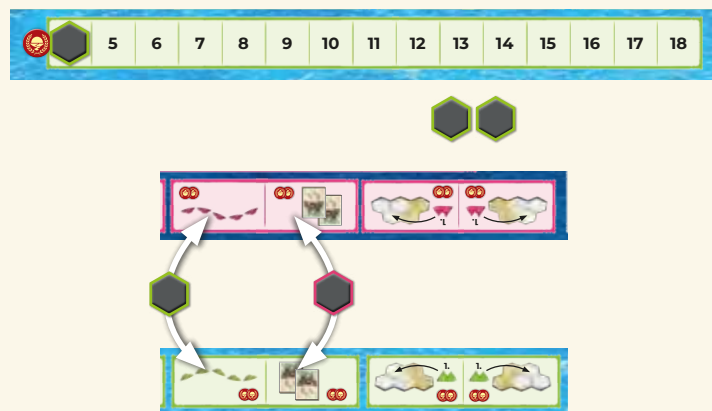




Markers

Players have 4 markers each to help them track their victory points (VPs). You will find 1 of your markers on space 4 of the VP track to show that you start the game with 4 VPs - 2 VPs from your starting settlements and 2 VPs from your starting city. Place your remaining markers next to your supply of player pieces. You will use them later to mark bonus VPs (see pages 8 and 10).

Important: The two players on the same mat share 2 markers for the Longest Route and the Largest Army.



Starting Pieces

Each player has 5 settlements, 5 cities, and 18 roads. Your starting region shows where to put 2 of your settlements with roads and 1 of your cities with a road.

Starting settlements go on the intersections marked by a circle. Starting cities go on the intersections marked by a triangle. Starting roads go in edges marked by a rectangle.

Place your starting pieces on your region on the marked spots.

Starting Resources

Now take 1 matching resource tile from the supply for each hex adjacent to your city. Place these resources in front of you.



The Connect App

Connect is a fast-paced game with short game rounds. The game is played with an app that provides a timer and an automated dice roller to keep everyone moving forward together. Round times can be adjusted to control the pace of your game. Your host will set the time and control the app.

Typical Play Times:

Rounds 1-10: 35 seconds

Rounds 11+: 45 seconds

Round Overview

The host starts the app and the game begins. The round occurs in this order:

1. Announcement of the active player side (☀️ or 🌙) or the robber

2A. The roll is anything other than a 7: Players are active

- Production phase

- Action phase

Everyone:	Active Players:
• Trade	• Trade and/or Play development tiles
	• Build (roads, settlements, cities, development tiles)

- Proceed to the next round

2B. The Roll is a 7: The robber is active

Round Details

1. The App Announces the Active Side

Depending on the dice roll, either the sun side, the moon side, or the robber is active this round.

2A. The Sun Side or Moon Side Is Active



In *Connect*, everyone plays at the same time. The app announces which side is active with the active side alternating each round.

If you are an active player, your Action phase works just like the Action phase in CATAN. You may trade with the players around you. You may build roads, settlements, cities, and development tiles. You may also play 1 development tile that you built in a previous round. You may take these actions as often as you like and in any order.



Production Phase

Along with announcing the active side, the app announces the production dice roll. As in CATAN, all players use this dice roll to determine which hexes produce this turn.



The app announces that the sun side is active and a 4 was rolled on the dice. There are 22 seconds left for sun side players to finish collecting their resources, completing their trades, and building.

Each player with a settlement on a producing hex collects one of that resource. Each player with a city on a producing hex collects two of that resource.

If there are not enough resource tiles in the supply area by your region, you may collect them from any nearby supply area. Remember, the supply areas are collectively a group resource!



Action Phase

Once you have collected your resources, you may **immediately** start taking actions. The timer is going to keep running, so do not delay. The actions you are allowed to take depend on whether you are an active player or not.



Trade with Other Players

Everyone may trade, even if you are not an active player. However, you may trade only with the other player on your game mat and the 4 players on the game mats to either side of you.

You may trade with the following players:

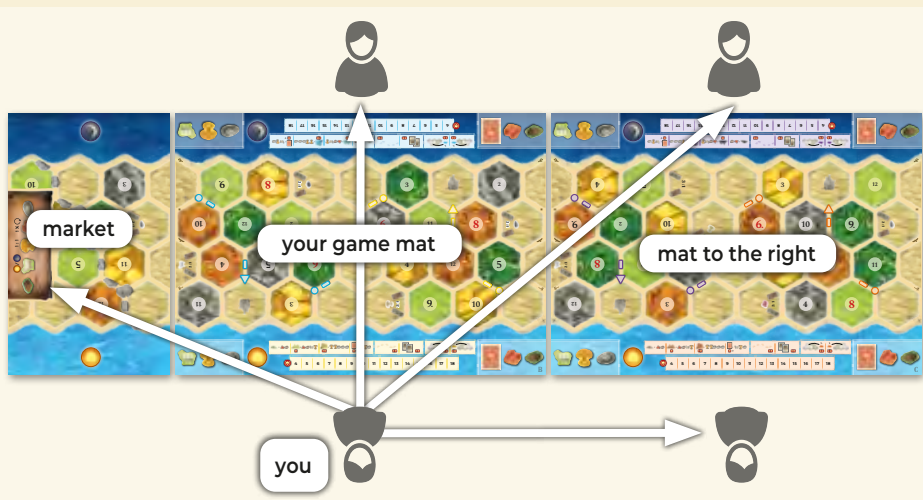


Trade with the Market

If you are an **active player** sitting next to an **edge mat**, you only have 3 trading partners instead of 5. In that case, you may also trade with the market on the edge mat. At the beginning of the game, there is 1 resource tile of each type in the market.

Once per turn, you may exchange 1 resource of your choice for 1 other resource from the market.

As the game continues, the resources that are available for trade in the market will change. If there are ever 5 identical resources in the market, they are not reset or swapped out. They remain there until an active player wants to trade for that resource. In this way, the market simulates a player who does not have the resource you need.





Trade with the Supply

All players may make 4:1 trades with the supply as in CATAN. If you have a settlement or city built on a trading post, you may trade 3:1 or 2:1 with the supply as in CATAN.



Build

Active players may also build. As in CATAN, you may build and trade in any order and as often as you like, as long as you have the resources to do so. As you build settlements (**1 VP**) and cities (**2 VPs**), move your marker up the VP track.

Building on a New Mat

You may build routes that cross the desert to other regions, even those on other game mats.

The first time you build a settlement on a new region, you earn an additional **2 VPs**.

Take one of your markers and place it on the appropriate bonus VP section above your VP track. Finally, move your VP marker up 3 spaces on the VP track (1 for the settlement and 2 for the bonus). You earn this bonus each time you build your first settlement on a new region.

Building toward the region on an edge mat works the same way. There are printed gray pieces on the edge mat. Treat them as another player's pieces and be sure to follow the Distance Rule.



Example: Green has a route that crosses the desert to the game mat on their right. When they build a settlement on the new region, they receive two additional VPs.



Example: Green marks the 2 bonus VPs for the construction of their first settlement on a new region. Since Green built on the region to the right of their starting region, they place their marker on the square with the arrow pointing to the right.



Example: Orange builds a settlement on the edge game mat to their right. They followed the Distance Rule and stayed 2 edges away from the gray settlement.



It is possible for tables to be set up around a corner at a *Connect* event. As a result, the game mats are physically disconnected, although the game continues to treat them as connected. In this case, if your starting region is on the outside edge of a table, you may build to the outer edge of the game mat on the other table. Imagine the game runs in an unbroken circle around the room. The desert and region hexes would line up next to each other.

There are border symbols on the maps to help you correctly place game pieces as you move from one board to another.



Longest Route

Unlike CATAN, the competition for the Longest Route is only between the 2 players on any given game mat. So, each game mat can have a player with the Longest Route.

The first player on a given game mat to have a route of 5 continuous roads (even if that route crosses mats) receives **2 VPs** for the Longest Route. That player takes one of their markers and places it on the Longest Route bonus VP section above their VP track. Then they move their marker forward 2 spaces on the VP track.

If the other player on that game mat builds a longer route, they take the Longest Route marker and place it on the bonus VP section above their VP track. Each player adjusts their VP track appropriately, adding or removing 2 VPs.



Example: Orange marks the 2 bonus VPs for the Longest Route.

Development Tiles

While you are an active player, you may build as many development tiles as you like. You may play only 1 development tile per round, and you may not play a development tile the same round you build it. These tiles work the same way as the development cards in CATAN. There is no Monopoly tile.

Note: Ordinarily, you may only build development tiles that are on your game mat. In the unlikely event that these are all used up, you may then purchase developments from neighboring game mats.

Road Building

When you play this tile, build 2 roads at no cost.

Invention

When you play this tile, take any 2 resources from the supply.

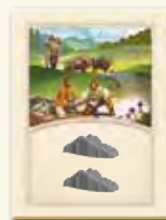
Victory Point

When you are an active player, you may reveal all your Victory Point tiles, including any built this turn, if you can reach the number of VPs needed to win. Otherwise, keep Victory Point tiles face down in front of you.

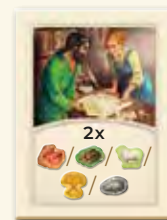
Knight

When you play this tile:

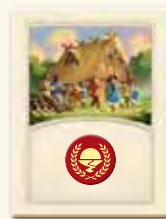
- Move the robber to the desert. Take 1 resource corresponding to the hex where the robber was.
- If the robber is already in the desert, it remains there. Take 1 resource of your choice from the supply.



Road Building



Invention

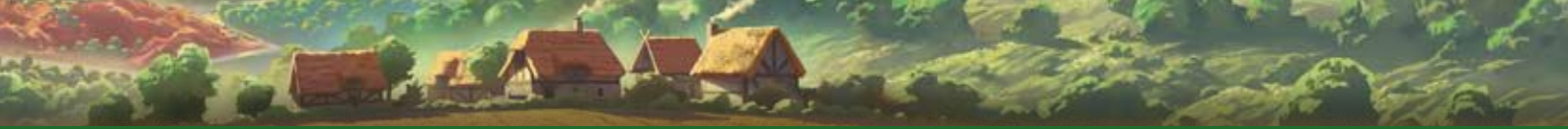


Victory Point



Knight

Important: You may only move the robber on your own starting region. After moving the robber, do not steal any resources from another player. Instead, take 1 resource from the supply as described above.



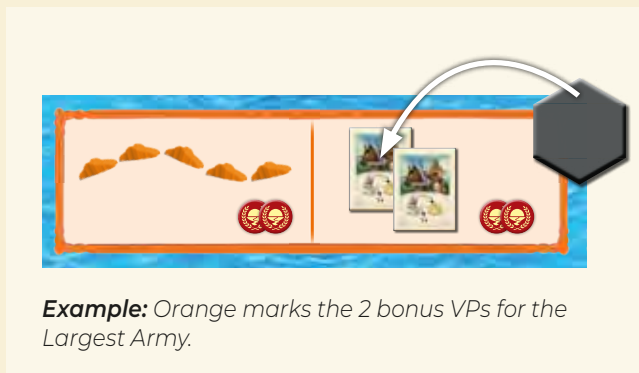
Largest Army

Similarly to Longest Route, the competition for the Largest Army is only between the 2 players on any given game mat. So, each game mat can have a player with the Largest Army.

The first player on a given game mat to play **2 Knight** tiles receives **2 VPs** for the Largest Army. That player takes one of their markers and places it on the Largest Army bonus VP section above their VP track.

If the other player on that game mat plays more Knight tiles, they take the Longest Route marker and place it on the bonus VP section above their VP track. Each player adjusts their VP track appropriately, adding or removing 2 VPs.

Note: If you have both the Largest Army AND the Longest Route, they take an unused marker from the player sitting opposite you to mark it.



End of Round

Once the timer runs out, the round ends immediately. You may no longer perform any actions. The app will then announce the new active side and roll the dice for the next round. While the active side normally switches back and forth, the robber can interrupt it. So always be on your guard!

2B. A 7 is rolled: The Robber is Active

For the first 10 rounds, the app will not roll a 7 and will not activate the robber. After the tenth round, the app and the host will remind you that the robber can now come into play. So, if a 7 is rolled after the tenth round, the robber activates. The activation happens as a separate phase. Neither the sun side nor the moon side is active. You have **12 seconds** to complete the actions in this phase:

Discard Resources

Each player who has **more than 7** resources must choose half (rounded down) of their resources and return them to the supply.

Move the Robber

The app displays a number disc in addition to the dice roll. Move the robber on your region to the hex with that number disc. The robber **never** leaves its starting region!

If your robber is already on the hex whose number disc is shown by the app, it stays there.

The app may display a desert hex instead of a number disc. In that case, move the robber to (or leave the robber on) the desert hex.

Important: Unlike in CATAN, do not steal any resources from another player.

Winning the Game

If you have **18 or more VPs** at any point while you are an active player, the game ends immediately and you are the winner!

When you reach 18 VPs, immediately get the attention of the host. The host will pause the app and verify your score. If you have miscounted, the game will continue. If the host verifies your score, you are the winner. Congratulations!



Special Case

It is possible for multiple players to reach 18 or more VPs during the same turn. In this case, the host will see who has the most VPs and declare them the winner.

Tie

If there is a tie, the person with the most resources wins. In the unlikely event that there is still a tie, the number of individual types of resources is compared in the following order: (1) the most wheat, (2) the most ore, (3) the most brick, (4) the most wood, and (5) the most wool. If there is still a tie after this comparison, those players share the victory.

Overview of Possible Victory Points

- Settlement 1 VP
- City 2 VPs
- 1st settlement on a new region marker +2 VPs
- Longest Route 2 VPs
- Victory Point tile 1 VP
- Largest Army 2 VPs

Important Rules Differences from CATAN

- *Connect* may only be played with an even number of people.
- The game ends at 18 VPs.
- The app specifies the length of the rounds and determines the dice rolls. It also announces the active side (sun or moon) each round.
- Everyone trades at the same time, regardless of whether they are active or inactive.
- All players may trade with the supply at 4:1 or at 3:1 or 2:1 when built on a port.
- Active players may also build.
- You receive 2 bonus VPs each time you build your first settlement on a new region.
- The Largest Army bonus requires a minimum of 2 Knight tiles.
- Resources are always kept visible.
- The game is infinitely expandable by adding more *Connect* games.

The Robber

There is 1 robber per player. A robber may only move within its own starting region.

- **Resolving a 7**
The app determines where the robber is moved when a 7 is rolled. After you discard resources and move the robber, you do not steal a resource from another player.
- **Playing a Knight Tile**
When you play a Knight, move your robber to the desert. Then take a resource from the supply corresponding to the robber's initial position. If the robber was in the desert initially, take a resource of your choice from the supply.

Authors: Klaus & Benjamin Teuber
Art: Quentin Regnes (cover and interior), Fiore GmbH (cover)
Graphic design: Sabine Kondirolli
Design of game pieces: Andreas Klover
3D Graphics: Andreas Resch
Technical product development: Monika Schall
Project management: Caroline Fischer
Editor: Tina Landwehr-Rödde
English Localization team: Anne Reynolds, Ron Magin
Development team: Team CATAN

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