

KLAUS TEUBER

CATAN[®]

THE GAME

ZIP!
EDITION



INTRODUCTION

Welcome to the unexplored island of Catan!

As you and your fellow explorers gaze across the uninhabited landscape of hexagonal tracts of terrain, you quickly realize that this unique land arrangement provides ample space for each of you to put down roots.

You race off to establish your respective communities by gathering resources from nearby terrain, building your infrastructure, and nurturing trade relationships. Watch out for surprises - your rivals can block your path or send the robber to plunder your wealth!

Good luck, explorers!



OBJECTIVE

The first player to reach 10 victory points (VPs) on their turn wins. Earn VPs by building. Collect and trade for the resources you need to build.

2



**1 VP
each**



**2 VPs
each**



**2 VPs
each**



**1 VP
each**

1 pad of 50 maps



1 bag



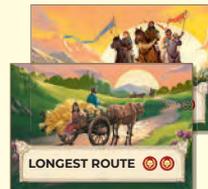
1 resource box



4 tile trays



2 bonus victory point (VP) tiles



1 robber



1 dice shaker



4 pens



(1x each color)

4 limit tiles



25 development tiles



back



2x Monopoly



2x Road Building



2x Invention



14x Knight



5x Victory Point

95 resource tiles



back



19x brick



19x wood



19x wool



19x wheat



19x ore

1

Choose a Map

Select a map from the pad of maps. The first map is filled in with initial player starting positions.

2

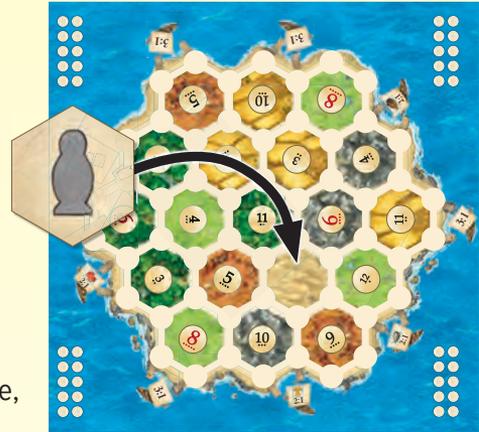
Place the Robber

Place the robber on the desert hex.

3

Create the Supply

Sort the resource tiles by type and place them in the 5 compartments of the resource box. Place the development tiles in the bag. Place the Longest Route, Largest Army, and limit tiles within reach.



4

Choose the First Player

Each player rolls the dice by shaking the dice shaker. The player with the highest roll is the first player. Then each player selects a color and takes the pen in that color.

5

Select Your Starting Positions and Collect Resources

If you are using the first map with starting positions already marked, collect the starting resources shown below and begin play!



If you are using one of the other maps, follow these starting placement rules.

ROUND 1

The first player draws 1 settlement on an empty intersection of their choice. Then they draw 1 road on an empty edge next to that settlement. The next player to the left does the same until all players have 1 settlement and 1 road on the board.

Important: When drawing a settlement, stay two edges away from all other settlements.

ROUND 2

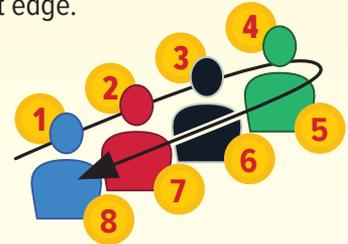
Starting with the last player and going in reverse order, each player draws 1 settlement on an empty intersection of their choice and their second road on an empty adjacent edge.

As before, when drawing a settlement, stay two edges away from all other settlements.

Each player takes 1 matching resource tile from the supply for each hex adjacent to their **second settlement**. Place these resource tiles in your tile tray, keeping them hidden from other players.



When drawing your buildings and roads, get creative! Just make sure you can clearly distinguish between roads, settlements, and cities.



Example: If the players' 2nd settlements are the ones shown to the left, they would collect the resources shown below:



TURN OVERVIEW

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

1. Production phase
2. Action phase

Once you have finished the Action phase, if you have not won, pass the dice to the player on your left. They begin their turn with the Production phase.

PRODUCTION PHASE

PLAY A DEVELOPMENT TILE

If you have development tiles, you may play one of them before rolling the dice. See “Development Tiles” on page 12.



ROLL DICE

Roll the dice and add them together. This total determines which hexes produce resources this turn.

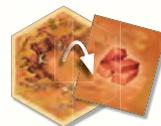
COLLECT RESOURCES

Hexes with a number disc matching the dice roll produce this turn. Each player with a settlement on a producing hex receives 1 resource tile of the corresponding type from the supply.

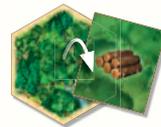
If a player has 2 or 3 settlements on that hex, they receive 1 resource tile for each settlement.



Example: The Black player rolls an 8. Blue has a settlement on the mountain hex with the number 8 disc, so Blue receives 1 ore resource tile. Green receives 2 ore for their city on that hex.



Hills produce brick



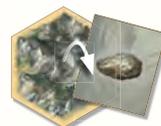
Forests produce wood



Pastures produce wool



Fields produce wheat



Mountains produce ore



The desert produces nothing

Similarly, a player receives 2 resource tiles for each of their cities on that hex.

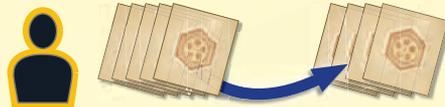
If there are not enough resource tiles in the supply to fulfill everyone's production, then no one receives any of that resource. However, if only one player is affected, give that player as many of those resource tiles as remain in the supply.

RESOLVE A 7

When you roll a 7, hexes do not produce any resources. Instead:

DISCARD RESOURCES

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



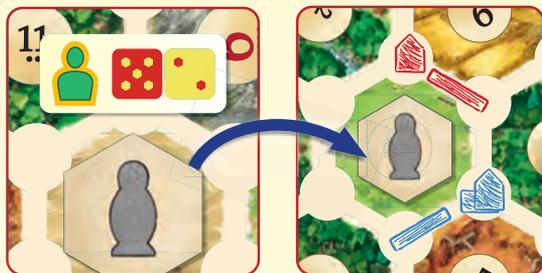
Example: Black has 9 resource tiles. When a 7 is rolled, they must discard 4 tiles.

ACTIVATE THE ROBBER



You must move the robber to a new hex. Steal 1 random resource tile from a player with a building on that hex. If multiple players have buildings on the new hex, you choose one player to rob.

Important: A hex with the robber does not produce resources when its number is rolled.



Example: Green rolls a 7. They move the robber to the pasture hex with a red settlement and a blue city. Green chooses to steal a random resource tile from Blue.

ACTION PHASE

You may take actions in this phase **as often as you like** and **in any order**, as long as you have the resources to do so.

TRADE

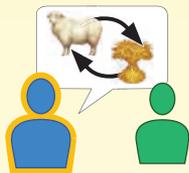
You may trade freely with other players and the supply to get the resources you need to build. During your turn, other players may only trade with you, not with each other or with the supply.

There are three types of trades you may perform:

TRADE WITH OTHER PLAYERS

To trade with other players, announce which resource(s) you want and which resource(s) you are willing to trade. Other players may accept your proposal, make counteroffers, or make their own proposals.

Important: You may not give away tiles in any way, which includes trading matching resource tiles (for example, trying to trade 3 ore for 1 ore is not allowed).



Example: It is Blue's turn, and they want 1 wheat. Green will trade 1 wheat and wants 1 wool in return. Blue agrees and the players exchange tiles. Black also wants to trade for 1 wool, but Blue no longer has any. Black may not trade with Green because it is not Green's turn.

GENERAL TRADE WITH THE SUPPLY (4:1)

To trade with the supply, put 4 of the same resource tiles into the supply and take 1 tile of a different resource from the supply.



Example: It is Blue's turn. They chose to trade 4 wood for 1 ore.

PORT TRADE WITH THE SUPPLY (3:1 OR 2:1)

If you have a building on a 3:1 port, you may put 3 of the same resource into the supply and take 1 tile of a different resource from the supply.

If you have a building on a 2:1 port, you may put 2 of the resource shown on the port into the supply and take 1 tile of a different resource from the supply.



Example: Black wants 1 ore. On their turn, they may not trade 2 wheat for 1 ore because they do not have a building on the 2:1 wheat port. However, they may trade 3 wood for 1 ore because they have a settlement built on a 3:1 port.



BUILD

Roads, buildings (settlements and cities), and development tiles each have different costs. During your turn, you may spend resources (aka “build”) to draw roads and buildings on the board, as well as to take development tiles from the supply. To do so, simply return the required resources from your tray to the supply.

ROADS

Roads are worth **0 VP**.

Roads are drawn on empty hex edges. A new road must connect to one of your existing roads or buildings. You may not draw a road starting on the other side of an opponent's building.

BUILDING COST:



Longest Route

The first player to have 5 continuous roads receives this tile. If another player has more continuous roads, they immediately receive this tile.

The Longest Route tile is worth **2 VPs**.

If, when a player's route is broken (see example below), they no longer meet the requirements for the Longest Route, the tile is returned to the supply. It remains in the supply until a single player has the longest continuous route of at least 5 roads. That player immediately receives the bonus tile and the 2 VPs.

Example: Red has a continuous route of 7 roads and the Longest Route tile. Black has a continuous route of 6 roads. On Black's turn, they draw a settlement at the intersection shown, breaking Red's route into a five-segment route and a two-segment route. Since Black now has the longest route, they receive the tile and the 2 VPs.



Example: Blue may draw a road on any of the edges with a check mark. They may not draw a road on the edge with an "X" because they may not build on the other side of Black's settlement.



SETTLEMENTS

Settlements are worth **1 VP**.

Settlements are drawn on empty intersections. A new settlement must follow the Distance Rule and must connect to at least one of your existing roads. You may only have 5 settlements drawn on the map at one time. To draw another settlement, you must first upgrade one to a city.



The Distance Rule: When drawing a settlement, stay at least two edges away from all other buildings!

Example: Blue may place a settlement on the intersections with a check mark.

Important: As you score points through building settlements and cities, fill in a bubble on your VP track. Do not mark bonus VP tile points because those might move between players over the course of the game. Also, do not mark VPs from development tiles because those remain hidden until the end of the game.



CITIES

Cities are worth **2 VPs**.

Cities always replace settlements. Expand your drawing of a settlement so that it looks like a city. You may only draw 4 cities on the map.



When you draw your fifth settlement, take a limit tile to remind yourself not to build another settlement until you have upgraded a settlement into a city. Then return the limit tile to the supply. When you draw your fourth city, take a limit tile to remind yourself not to build another city.

DEVELOPMENT TILES

When you build a development tile, draw a random tile from the bag. Development tiles stay hidden until used. They do not count toward the number of tiles in your tray when a 7 is rolled, and the robber may not steal them.

You may play 1 development tile during your turn by placing it face up in your player area. It may not be a tile you drew from the bag this turn. You may play a development tile before rolling dice or at any time during the Action phase.

Development tiles never go back into the bag. If the supply runs out, you may not build any more tiles. You may not trade or give away development tiles.

BUILDING COST:



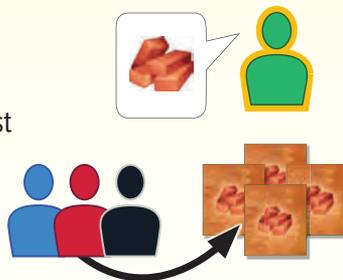
Invention

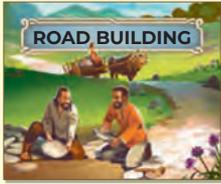
When you play this tile, take any 2 resources from the supply. Add them to your tray. They may be two of the same resource or 2 different resources.



Monopoly

When you play this tile, announce one type of resource. Each player must give you all their resource tiles of that type. You may only request one type of resource when you play this tile, regardless of how many tiles you receive.





Road Building

When you play this tile, draw 2 roads at no cost (i.e., without spending any resources).



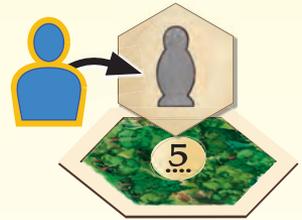
Victory Point

Reveal all your Victory Point tiles, including any drawn this turn, if you can reach the number of VPs needed to win. Otherwise, you must keep Victory Point tiles hidden in your player area.



Knight

When you play a Knight tile, you must “Activate the Robber” (see page 7).



Largest Army

The first player to have 3 Knight tiles in play receives this tile. If another player has more Knights in play, they immediately receive this tile. The Largest Army tile is worth **2 VPs**.





WINNING THE GAME

If you have 10 or more VPs at any point during your turn, the game ends immediately and you are the winner! Turn over any number of Victory Point tiles, including ones drawn this turn, to show that you have reached 10 VPs. Congratulations!

Example: Blue ends the game on their turn with 10 VPs (2 cities, 3 settlements, the Longest Route tile, and 1 Victory Point card). Victory!

	Built	Points Earned
		
	2	4 VPs
	3	3 VPs
	14 continuous	2 VPs
VP Cards	1	1 VPs
Knights	3 played	0 VPs
TOTAL		10 VPs

	Built	Points Earned
		
	1	2 VPs
	4	4 VPs
	7 continuous	0 VPs
VP Cards	0	0 VPs
Knights	5 played	2 VPs
TOTAL		8 VPs

	Built	Points Earned
		
	1	2 VPs
	3	3 VPs
	8 continuous	0 VPs
VP Cards	1	1 VPs
Knights	1 played	0 VPs
TOTAL		6 VPs

	Built	Points Earned
		
	2	4 VPs
	4	4 VPs
	7 continuous	0 VPs
VP Cards	0	0 VPs
Knights	2 played	0 VPs
TOTAL		8 VPs



Scan for
assembly
instructions.

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