

KLAUS TEUBER'S
CATAN

DICE GAME



ROLL • PLAY • SETTLE

Learn how
to Play



CATAN DICE GAME RULES

BY KLAUS TEUBER

THE TWO GAMES

The *Catan Dice Game*™ contains 2 distinct games, each with its own scoring sheet and its own rules. For your first game, we suggest that you start with the “Island One” game.

Game Components

- 6 resource dice
- 1 pad with 60 sheets (each sheet shows Island One on one side & Island Two on the other)
- 1 rules booklet

Should you find that any of your components are missing or damaged, please use our web portal:

<https://asmodee.us/en/support/>

For all other inquiries, contact us at:
info@catanstudio.com

or write to us at:

Catan Studio, Inc., 804 Elliot Ave., Charlottesville VA 22902, USA



ISLAND ONE RULES

Preparation

Give each player 1 sheet with the game map. Use the green “Island One” side. You need a pencil or pen for each player. Take the 6 dice and give them to the youngest player—he/she is the “starting player.”



1

The Basics

The game map depicts the Island of Catan, with special symbols for settlements, cities, roads, and knights. During the course of the game, you and your opponents each try to build as many roads, settlements, cities, and knights as possible on the island depicted on your game map.



Building means: You mark the respective symbol either with a circle, a cross (“X”), or by filling in the symbol.

Building costs resources: 6 dice are used to roll for resources. Each die has 6 sides, and each side depicts a different resource: wool, grain, brick, ore, lumber, or gold. For example, building a road costs 1 lumber and 1 brick, so you can build a road only after having rolled these two resources.



2

Once you build and mark the corresponding symbol(s), credit yourself with the points indicated by the number on that/those symbol(s). If you have accumulated the most points at the end of the game, you win!

Game Play

The starting player begins the game. During your turn, you roll the dice up to 3 times. Afterwards, you use the resources rolled to build, writing down the points you have obtained. Then the next player in clockwise direction takes a turn.

1. Rolling the dice

During your turn, you may roll the dice up to 3 times. After the first roll, set any number of dice aside and roll the remaining dice once again. After the second roll, you may set aside more dice, but you may also pick up dice that were set aside previously and use them for your last roll. You may also choose to stop rolling with the result obtained after the first or second dice roll.

After the third dice roll, your result can only be changed by playing a Resource Joker (see page 5) or via Gold Trading (see page 5).

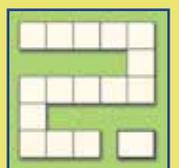
2. Building

The Building Costs Overview indicates which resources are required to build a road, knight, settlement, or city. For example, if you build a knight, set aside 1 die with ore, 1 with wool, and 1 with grain—then mark a knight symbol on your game map. The procedure is the same as for building a road, settlement, or city (with different resources of course).



Building Costs Overview

You may build multiple times during your turn if you have rolled enough of the appropriate resources. After building, enter the points for the just marked symbol(s) in the next empty box of your Scoring Track (make the first entry in the upper left box of your Scoring Track).



Scoring Track

3

If you build multiple times during your turn, enter the sum of the points for the marked symbols.

Important: Should you not build anything during your turn, you must enter an "X," which counts as minus 2 points.

Example: You built a settlement (circled in white) on your first turn and entered 3 points for it. On your second turn, you built 2 roads (circled in blue) and entered 2 points for them. You marked each of the road symbols and the settlement symbol with a circle. On your third turn, you roll the resources depicted. You set lumber and brick aside and mark the road symbol with a red circle. Then you set aside 1 wool, 1 ore, and 1 grain, marking the knight symbol (circled in red). The knight and the road are each worth 1 point—you enter 2 points in the third box of your Scoring Track.



Building Rules: What Can Be Built and Where?

Road: A road costs 1 brick + 1 lumber and is always worth 1 point. The first road (purple starting road) is already built and doesn't cost any resources. You must build roads in sequence, meaning that you must build a new road next to a road that you already built. A city or settlement next to a road does not obstruct subsequent road building—this also applies if the settlement or city hasn't yet been built.

Settlement: A settlement costs 1 lumber, 1 brick, 1 grain, and 1 wool. You can only build a settlement adjacent to a road that you have already built. Furthermore, you must build settlements in ascending order according to their point value: first your 3 point settlement, then your 4 point settlement, and so on.

City: A city costs 3 ore and 2 grain. The procedure is the same as for building a settlement. You can only build a city adjacent to a road you already built. You must also build cities in ascending order according to their point value; e.g., you must build your 7 point city before you can build your 12 point city.

Knight: A knight costs 1 grain, 1 wool, and 1 ore. You must also build your knights in ascending order according to their point value. Each knight that you build has a resource depicted below it—you may use each such resource once per game. (see "Resource Joker" next paragraph).

4

Resource Joker

For each knight you build, you may use (once during the game) the resource depicted below this knight (i.e., the Resource Joker) in place of another resource of your choice. To use a Resource Joker:

- After you roll the dice, turn one of the dice so that the resource corresponding to the Resource Joker is face up.
- Then mark the symbol of the Resource Joker on your game map, indicating that it has been used. This does not affect your previously accrued points earned for building the knight.

Example: If you need ore and have already built a knight on the ore hex, you may cross out that knight, change any die to an ore, and use it to build.

After you have built your last knight (the one marked with a "6"), you may use any resource of your choice as the Resource Joker (note the "?" symbol). Since there are 6 knights on your game map, you can use up to 6 Resource Jokers during a game—provided that you build all of your knights.

You may use 2 or more Resource Jokers during the same turn. You may build a knight and use the corresponding Resource Joker on the same turn.

Gold Trade

If you have 2 gold results after you finish rolling the dice, you may use those 2 gold to substitute (i.e., trade) for another resource of your choice. Thus you can trade 2 gold for 1 ore, 1 brick, or any other resource. To use 2 gold in a trade:

- After you roll the dice, turn 1 die with a gold result so that a resource of your choice is face up.
- Then place the other die with a gold result to the side—it is no longer available this turn.

Gold itself cannot be used to build anything; it can only be traded for other resources. Therefore, if you roll only 1 gold, you cannot use it. If you roll enough gold resources (i.e., 4 or 6), you may trade gold 2 or even 3 times during the same turn.

End of the Game

The game ends after each player has finished 15 turns. At this point, you have filled in all 15 boxes of your Scoring Track. Add up your points, subtracting 2 points for each "X" in your Scoring Track. The player with the highest score wins the game.

5

ISLAND TWO RULES

Most of the Island One rules apply to the Island Two game. You should read those rules and play that game first. This rules section only presents the rules that differ from the Island One game.

Preparation

Give each player 1 sheet with the game map. Use the red "Island Two" side.

Starting the Game

The starting player rolls only 3 dice. Each following player adds 1 more die when rolling, up to the point where one player uses all 6 dice. From that point on, each player always rolls all 6 dice.

Goal of the Game

As in the Island One game, you roll the 6 dice up to 3 times. Then you use the resources you have rolled to build roads, knights, settlements, and cities.

However, the goal of the Island Two game is to be the first player to reach 10 victory points and thus win the game.

Building

The Island One building rules apply except:

- If you have built roads next to several settlement sites, you may build on those settlement sites in any order. The same rule applies to cities.
- Knights can also be built in any order.

Resource Jokers

You can use your Resource Jokers as outlined in the Island One game. That is, after you roll the dice, turn one of the dice so that the resource corresponding to the Resource Joker is face up. During your turn, you may use as many Resource Jokers as you like, but don't forget to mark them as used.

If you have built both knights above a Resource Joker in a desert, you can use it to obtain a resource of your choice.



6

Basic Victory Points

Each settlement is worth 1 victory point (VP), and each city is worth 2 VPs. As individual units, the built roads and knights are not worth victory points.

When you build a settlement, mark the settlement symbol on your game map, and mark 1 of the 10 victory point boxes in the upper right of your sheet. When you build a city, mark the city symbol on your game map, and mark 2 of the 10 boxes in the upper right of your sheet.

Special Victory Points

You receive special victory points for Longest Road and/or for Largest Army. **Longest Road**—If you are the first player to build a road on the building site shaded gray, you have the longest continuous sequence of roads: it is made up of 5 rays. Put a small check mark (✓) in the "Longest Road" section on your sheet. You have the Longest Road and receive 2 special victory points. If another player builds a longer road (not counting branches), you lose Longest Road and the other player gets Longest Road. You cross through your check mark (✗), and you lose the 2 special victory points. The other player places a check mark and receives the 2 special victory points.

Largest Army—If you are the first player to build 3 knights, put a small check mark (✓) in the "Largest Army" section on your sheet. You have the Largest Army and receive 2 special victory points. Using knights as Resource Jokers does not reduce the size of your army.

As soon as another player has more knights than you, that player takes Largest Army from you. You cross through your check mark (✗), and you lose Longest Army and the 2 special victory points. The other player places a check mark and receives the 2 special victory points.

Example: You built 3 settlements for 1 victory point (VP) each, and 1 city for 2 VPs. So you marked 5 VP boxes on your sheet. Earlier you had Longest Road, but you lost it to another player. So you crossed out that check mark—you do not have 2 VPs for Longest Road. In addition, you have the most knights (4), giving you Largest Army and the corresponding 2 VPs.



End of the Game

The game ends as soon as a player reaches 10 victory points and wins the game.

7