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Game: CATAN CARD GAME Pub: Mayfair Games (1996)	v2 Dec 2008
Page 1: Rules summary Page 2: Rules summary (expanded game)	
For best results, print on card, laminate and trim to size.	

CATAN

CARD GAME

Setup

Each player takes all of the 9 cards with either the **Red** or **Blue** coat-of-arms on the back. Each player then builds their principality by placing the **Road** in the middle, a **Settlement** to either side and the 6 **Regions** diagonally around the settlements. Allocate one **resource** per region by turning each card to the appropriate side.

Shuffle the **Event** cards and place them facedown between the players in a row with the other 4 decks of **Development** cards. Shuffle the **Expansion** cards and divide them into 5 roughly equal stacks. 2 stacks will have 1 more card than the others; both players should know which stacks.

A randomly determined starting player searches one stack of expansion cards and selects 3 for his starting hand. The other player searches a different stack and selects 3 cards. Neither should change the order of the stacks.

Turn Sequence

Alternating turns, each player follows this sequence:

- 1 Roll the **Event** and **Production** dice.
- 2 Resolve the Event die. Effects apply to both players.
- 3 All players' **Region** cards that match the number on the Production die produce one additional resource (rotate the card(s) to show one more resource than before).
- 4 Perform one or more of these actions in any order as often as desired:
 - **Play one or more Action (yellow) cards**
 - **Trade Resources**
 - **Build** (place **Development** card and pay the required resource cost)
- 5 **Replenish hand.** If you have cards equal to your hand limit, you may put 1 card at the bottom of an expansion stack and replace it from the same stack. Anytime you replace a card, you may pay 2 resources of any type to *search* the stack instead of just drawing the top card.

Event Die

Tournament (Knight's Head) Compare the red numbers of all players' knights. The player with the highest total collects a resource of his choice.

Commerce Advantage (Windmill) The player controlling the Commerce Token may take a resource from his opponent.

Brigands (Club) If unprotected resources (those *not* adjacent to a *Garrison*) total more than 7, the player loses all **ore** and **wool** resources. This result is ignored on the first 2 turns of the game.

Year of Plenty (Sun) Each player collects a resource of their choice.

Event (Question Mark) An Event card is drawn which effects both players. It is then returned to the bottom of the deck facedown.

Expanding Your Principality

Cards are added to a player's principality by paying the cost in resources listed on the card. Rotate the matching Region cards to reduce your supply.

Build a Road One Road (running horizontally) must separate each Settlement or City. They may be built in the same turn as the Settlement or City.

Build a Settlement When placing a Settlement, draw 2 Region cards and place them at the outside corners of the new Settlement, showing 0 resources. A player may draw them from the top of a pile or play the **Scout** to *select* them (the deck is then reshuffled).

Each Settlement earns the player 1 Victory Point.

Build a City A City must be built on top of an existing Settlement, which no longer counts for any purpose.

Each City earns the player 1 more Victory Point.

Add an Expansion card to a Settlement or City Place Green or Red cards above or below a Settlement or City. A Settlement may only have 1 Green card above and 1 below it. A City may have 2 Green or Red cards above it and 2 below it.

Expansion cards above a city only affect regions above that city; likewise below.

Play Notes

When searching expansion stacks, they should be left in the same order and *not* reshuffled afterwards.

Action cards marked *Attack* or *Neutral* can only be played once players have a total of at least 7 VPs. Once played, they are removed from the game. Your opponent may play a counter card in defense.

Different resources can be traded within your principality at a 3:1 ratio (2:1 using *Merchant Fleets*). Players may also trade freely with opponents.

The maximum number of cards a player may have in his hand at the end of his turn is his **hand limit**. This starts at 3 cards but may increase during the game.

Anytime a player exceeds his hand limit, he must immediately discard back to the limit by placing his choice of excess cards under one of the expansion stacks.

The Knight and Windmill Tokens

During play, the player with the most Knight (black) points gets the **Knight Token**.

The player with at least one City and the most Commerce points (Windmills) gets the **Windmill Token**.

If there is a tie, neither player controls the token. In addition to any other effects, each of these Tokens is worth 1 VP.

Winning

The first player to reach 12 victory points (VPs) wins.

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CARD GAME

Expanded Setup

Decide which **Theme deck** you wish to use.

Separate the Events cards from the deck and shuffle them with the basic set Event cards. Some cards are set aside and placed in a separate faceup stack:

Knights & Merchants: Remove the 2 Inquisition cards entirely.

Science & Progress: Set aside 2 University cards.

Wizards & Dragons: Set aside all 5 Citadel cards and place them with the *Wizard Absent* side faceup.

Barbarians & Traders: Set aside 2 Harbor and 2 Triumphal Arch cards from the basic game and expansion deck. Remove the 2 Wizards League cards entirely.

Politics & Intrigue: Set aside 2 Town Hall and 2 Church cards from the basic set.

Trade & Change: Set aside the 2 Counting House cards from the basic game and expansion deck.

The remaining **Expansion cards** from the basic set are separated into 4 piles instead of the usual 5. The remaining cards from the **Theme deck** are split into 2 piles and placed near the **Development cards**.

New Rules

New Development Stack

There are always 2 copies of each card in this stack. The cards for each Theme are:

Knights & Merchants: None.

Science & Progress: 2 University cards.

Wizards & Dragons: 5 Citadel cards.

Barbarians & Traders: 2 Harbor and 2 Triumphal Arch cards.

Politics & Intrigue: 2 Town Hall and 2 Church cards.

Trade & Change: 2 Counting House cards.

These cards can be purchased just like other Development cards. Each player may build only *one* of each type of card in this stack. Cards from this stack that leave play are returned to this stack.

Drawing Cards

Whenever you draw cards from an Expansion stack, you may choose any of the 6 stacks (4 from the Basic game and 2 from the Expansion set).

The Spy

Buildings, Wizards and Magic Spells cannot be stolen with the Spy. You can only choose Units or Action cards.

Making Space in Your Principality

On your turn you may choose to remove and *discard* any Expansion card from your principality to make room for more important cards.

Winning

The first player to reach 13 victory points (VPs) wins the Expanded Game.