

Settlers of Catan – The Dice Game

What it's about

Every player is attempting to score the most points by building roads, settlements, cities and soldiers on their map sheet (which shows the island Catan with symbols for roads, settlements, cities and soldiers).

Components

Components in the box

- 6 Resource dice
- A pad with 60 map sheets

You will also need...

A writing implement, such as a pen or pencil - ideally one per player.

Preparation

Every player should receive a map sheet. The dice and a writing implement should be available to all players on their turn.

Select a player to go first using whatever method you prefer.

Order of Play

Each player takes it in turn to:

1. Collect resources (by rolling the dice)
2. Trade resources (using gold or jokers)
3. Build (by spending resources and marking their map sheet)

Collect resources

The player whose turn it is rolls all six dice. They may then reroll up to six dice, and then reroll up to six dice again.

Example

Alice rolls the dice and gets three grain, two ore and a gold. This would be enough to build a city, but she hasn't built a road to an empty city space yet, so she decides to try to build a soldier.

Since a soldier requires a grain, and ore and a sheep, Alice keeps a grain, an ore and a gold, and rerolls the other three dice. She gets a sheep, a wood and a gold.

Alice could reroll any of the six dice, but is happy with her result so does not.

When it is his turn (after Alice's building phase) Bob rolls the dice and gets two ore, two wood and two grain. He does have a city space available and decides to try to build a city. He rerolls the two wood and gets a wood and a sheep. He now has the resources to build a soldier, but really wants to build a city, so he rerolls the dice again and gets two brick. This isn't the result he was hoping for.

Trading

Gold

Gold can be traded at a rate of 2 gold for any 1 resource.

Example

Alice has the resources needed for a soldier plus a wood and two gold. She trades the two gold for a brick and now has the resources for a road as well as a soldier.

Jokers

Each field has a symbol on it. During the trading phase, a player may cross off the symbol in a field guarded by a soldier (the player must have built the soldier first) and change any one of their dice so it shows that resource type. Each field may be used once per game, but any number of fields may be used in a single turn.

Example

Bob has built a soldier on the ore field. He crosses off the ore from his map sheet and changes his sheep to an ore. He now has the resources needed to build a city.

Building

The costs for each type of element (road, settlement, city and soldier) are shown at the top of the map sheet.

To build an element, a player must set aside the resources required and then mark the element on the map sheet (e.g. by outlining it).

A player may build as many elements as they wish, as long as there are enough resources showing on the rolled dice (each die may only be used once per turn).

Building elements earns a player points as specified on the map sheet next to the element. At the end of the turn, the player puts the total points earned during that turn in the next available box in the score line in the top right of the map sheet (starting in the top left box).

Important: If the player cannot build anything on his turn, he scores -2 points indicated by a cross in the score box.

Example

Alice has a grain, an ore, a sheep, a wood and a brick (which she traded two gold for). This lets her buy a road and a soldier. She has already built her first soldier, so she sets aside the sheep, ore and grain and draws an outline around the second soldier symbol on her map sheet (worth two points). She then sets aside the wood and the brick and marks the next road on her map sheet (worth one point). She then fills in her score of 3 in the next available score box.

What can be built where?

Road

The first road (Start road) is already built and costs nothing.

Additional roads must be built connecting to existing roads. You may build a road past a settlement space whether or not a settlement has been built there or not.

Benefit: Roads are worth a small number of points, but are required before settlements and cities can be built.

Settlements and Cities

A settlement or city can only be built if the road reaching it has been built. They must also be built in ascending order of their points. So the first settlement built must be the one worth 3 points, and then the one worth 4 points, and so on. Settlements and cities are treated independently for this rule, e.g. You may build the city worth 11 points before or after the settlement worth 3 points.

Benefit: Settlements and cities are worth relatively high numbers of points.

Soldier

The soldiers must also be built in point order, but do not require that a road leading to them be built first.

Benefit: Soldiers are worth a medium number of points, but allow jokers to be played in the trade phase.

Game end

After each player has had 15 turns, and all 15 boxes are filled with points, the game is at an end. Every player adds up their points. For each cross in the points box, deduct 2 points from the total. The player with the most points wins.

A note about this translation

This is not a word-for-word translation of the rules provided in the German edition of the game. Among other changes, some information provided on the map sheet has been left out, the examples were created from scratch, and the ordering of explanations has changed (e.g. The trading rules have been moved from near the end of the document to between the resource gathering and building rules).

We believe these changes have resulted in a document that still accurately describes the rules of the game, but does so in way that is clearer and easier to understand – at least for English speakers.