Cheatography

Settlers of Catan Cheat Sheet

by Dave Child (DaveChild) via cheatography.com/1/cs/805/

Welcome to Catan

Catan - Setup

Hexes are laid out randomly

Numbers are laid on top randomly (no number on the desert)

6s and 8s cannot be next to each other

The robber is placed on the desert hex

The oldest player goes first, and play proceeds clockwise

Each player in turn places their first settlement and a connecting road

When all players have placed their first settlement, they then place their second settlements

Second settlements also have one attached road, and are placed in the reverse order to first settlements

The second settlements earn resources from their surrounding hexes

Catan - The Turn

Part 1: Dice Roll

The player rolls the dice

Any hex with a number matching the roll produces one resource for each settlement (two for each city) bordering it

If you roll a seven, you activate the robber

Part 2: Trade

Trade with other players, ports or the bank

Part 3: Building

Catan - The Turn (cont)

Resources can be exchanged for roads, settlements, cities or development cards

Roads must connect to other roads

Each settlement must connect to one of your own roads

Settlements cannot be built adjacent to another settlement

Cities are upgraded settlements

The turn ends when you pass the dice to your left

Catan - Trading

You may trade with the bank at a 4:1 ratio (4 of the same card for one of your choice)

If you have a settlement at a standard port, you can trade any resource at 3:1

Marked ports allow specific resources to be traded at 2:1, but no other trades

Only the played whose turn it is may offer, or be offered, trades

Players may only trade resource cards (not development cards)

Catan - The Robber

The robber must be moved to a new hex

A hex with the robber produces no resources

When a seven is rolled, anyone with more than seven resource cards must select half, rounded down, and return them

When you place the robber on a new hex, pick a player with an adjacent settlement and steal a random resource card

The robber is moved when someone rolls a seven or plays a knight card

Catan - Development Cards

Development cards can be purchased from the bank

A development card can be played at any point during your turn (one per turn)

Development cards cannot be played on the turn they are purchased

Victory Point development cards should not be played until you are declaring victory!

Catan - Building Costs

Road	Brick, Lumber
Settlement	Brick, Lumber, Grain, Wool
City	2 Grain, 3 Ore
Development Card	Wool, Grain, Ore

Catan - Useful Websites

Official Site

> http://www.catan.com

Catan at BoardGameGeek

> http://boardgamegeek.com/boardgame/13/the-settlers-of-catan

Strategy Tips

> http://www.settlers-strategy.com

Catan Introduction Video

> http://youtu.be/tuk23A27osg

Catan - Alternative Rules: Layout

Hexes stay hidden until bordered by a road or settlement

Numbers stay hidden until bordered by a road or settlement

Hexes *and* numbers stay hidden until bordered by a road or settlement

You can not start with settlements bordering 6s or 8s

6s and 8s must be on unique resources

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Catan - Alternative Rules: Gameplay

If you roll a double, you get to roll again! Three doubles and you lose your resources.

If a 2 or 12 is rolled, it counts as both a 2 and 12.

If a die rolls off the table, re-roll!

Whenever you place a settlement or city you get a development card.

Deserts are "gold" - your choice of resource

Unoccupied hexes received resources and the first to build next to a hex collects the accumulated cards

Settlements can be built next to each other, but cities can not

Settlements and cities can be built next to each other

Catan - Alternative Rules: Win Conditions

To win, you need at least 10 V.P.s, and two more than the next highest scoring player

No hidden V.P.s - V.P. cards must be laid down immediately

First to 4 cities wins

Equal longest roads or largest armies get 1 V.P. each

"Longest Turn" card, worth -2 V.P.s

Catan - Alternative Rules: Robber

When a 7 is rolled you can put the robber on any hex. If no settlements or cities border that hex you can take one of that hex's resource

The robber cannot be moved for the first two rounds

If a 7 is rolled, everyone picks the resource of their choice

The robber cannot be placed on a hex bordered by somebody with only two V.P.s

The robber can remain on the same hex when a seven is rolled or knight is played

When a player rolls a seven or plays a knight, they can be bribed!

The robber only blocks a hex from producing, no cards are lost

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