

## **Settlers of Catan**

Be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect resources to build their civilizations to get to 10 victory points and win the game.

### **Tournament / Regular Game:**

Tournament

### **Player Experience:**

Yes. Other than rules clarifications, which are listed in this document, rules will not be explained.

### **Variant:**

The first two games will use an accelerated set-up for the Start Phase. The final will be played without an accelerated start.

Set up for accelerated start:

1. Highest dice roll determines first player. Play follows clockwise.
2. Players place one settlement and one road in the order Player 1, 2, 3, 4.
3. Players place one city and one road in the order Player 4, 3, 2, 1.
4. Players then place one road in the order Player 1, 2, 3, 4. This extra road must be placed as to connect with a player's settlement, city, or previously placed road.
5. The starting resource cards are distributed on the placement of each player's city, however, only one raw material card for each bordering area.

The following are areas of The Settlers of Catan rules that occasionally cause confusion. These are clarifications to the standard rules:

- A player's turn begins with rolling the dice. Players are allowed to play a development card (for example, a Soldier card) before they roll the dice.
- Players are not allowed to build a road beyond a settlement or city of another player.
- Players are allowed to upgrade a settlement to a city in the same turn it was built.
- If a player buys a development card with a victory point on it, he may immediately reveal it if it is his tenth victory point to win the game. This is only possible with development cards that have a victory point printed on it.
- There is no distinction between the trade and building phase.
- A harbor may be used the same turn that a player builds on it.

- A player has won if he or she has 10 or more victory points (although only 10 will be counted for the ranking) and it is the player's turn. If a player does not notice that he or she has 10 points, the player must wait until the next turn before winning the game (assuming no earlier player wins, and the player still has 10 points).
- If there are not enough resource cards of one kind to give every player the resource cards he should get after rolling the dice, then nobody will receive a card of this kind. The other resource cards are handed out to the players as usual.
- Rolls of seven within the first two rounds of the game should be re-rolled.

Disputes or issues are to be brought to the moderator. Her decision is final.

### **Tournament Structure:**

Players will be guaranteed to play 2 games. The top 4 players will play in a final round.

First player to 10 victory points wins. Or, in the first 2 games, which will be limited to 50 minutes each, at the end of 50 minutes the player with the highest number of victory points will be first place for that game. The final will be played until a single player reaches 10 victory points.

Table seating order:

- 1<sup>st</sup> game: random seating
- 2<sup>nd</sup> game: 1<sup>st</sup> place players and 3<sup>rd</sup> place players stay at the table they just played at, 2<sup>nd</sup> place players move one table to the left, 4<sup>th</sup> place players move one table to the right.
- Final: random seating of the top 4 highest scores of the first two games combined.

Points:

Total victory points will be tracked from each game. The 4 players with the highest number of victory points from their combined total from the first two games will play in the final.

Tie breaks for tournament scores after preliminaries: sum your opponent victory points in the two games. Lower scores get higher ranking.

### **Check out the game here:**

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