

THE SETTLERS OF CATAN

5-6 PLAYER GAME RULES

The boundless lands of Catan lie before you. The enormous island stretches for miles in all directions. It offers the promise of bountiful harvests and limitless riches. Alas, were it not so crowded! Many other princes have risen to power around you, and you must challenge them if you wish to realize your dream of dominating Catan!

The Settlers of Catan 5-6 Player Extension allows you to play this exciting game of trade and development with up to six players. The island is larger, the demand for resources is fiercer, and the thrills are even greater!

GAME COMPONENTS

To use this expansion you need *The Settlers of Catan*® basic set.

This *Extension* contains:

- 11 terrain hexes (1 desert, 2 fields, 2 forest, 2 pasture, 2 mountains, 2 hills)
- 2 frame pieces with harbors (1 generic 3:1-harbor, 1 wool 2:1-harbor)
- 2 all-sea frame pieces
- 2 extra harbor pieces (1 generic 3:1-harbor, 1 wool 2:1-harbor)
- 2 sets of wooden playing pieces, including:
 - 10 settlements (5 of each of two colors)
 - 8 cities (4 of each of two colors)
 - 30 roads (15 of each of two colors)
- 25 Resource Cards (5 lumber, 5 grain, 5 wool, 5 brick, 5 ore)
- 9 Development Cards (6 Knight Cards, 1 Monopoly Card, 1 Year of Plenty Card, 1 Road Building Card)
- 2 blank cards & 1 blank hex (for fun or replacements)
- 2 “Building Cost” cards
- 28 circular numbered tokens (chits)

Before you begin your first game, remove the game pieces from the tile sheet.



Would you like to learn how to play the “*The Settlers of Catan*” right away? Then visit www.profeasy.com

– Prof. Easy

GAME RULES

Except as noted below, the Extension Set uses the same rules found in *The Settlers of Catan*® boardgame (aka “Settlers”). The additional rules include:

- Constructing the larger board
- The Special Building Phase

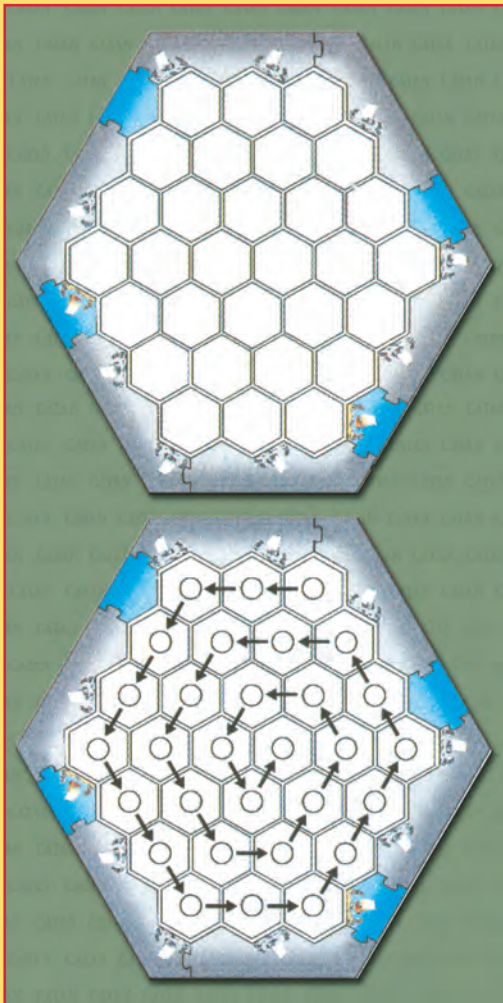
Assembling the Board

At the beginning of each game, you will need to construct the board. This *Extension* uses a board very similar to the one used in *Settlers*.

Note: The five and six player games use all of the hexagonal tiles and harbor pieces from this *Extension* and all of the tiles and harbor pieces from the standard *Settlers* game. But, you only use the number tokens from this *Extension* (lettered A to Y and Za, Zb, and Zc).

Assemble the frame as specified in *Settlers*, except that the 4 frame pieces from this *Extension* are used as follows:

- An all-sea frame piece is used between the “2-2” joint.
- The 2-1 wool harbor frame piece is used between the “3-3” joint.
- The 3-1 harbor frame piece is used between the “5-5” joint.
- An all-sea frame piece is used between the “6-6” joint.



Construct the island from 30 land hexes by following these steps:

1. Shuffle all of the land hexes face down. Place the hexes face down as shown in the illustration.
2. Turn over the center row of six hexes first, without changing their order. Then uncover the rows of five hexes to the right and left of the center row. Next, uncover the rows of four on either side of those. Lastly, turn over the rows of three hexes.
3. Take the 11 harbor pieces (the small 5-sided pieces with ships on them) and randomly place one on top of each harbor on the frame.
4. Place the number tokens from this *Extension* on the board (do **not** use the *Settlers* number tokens). Place the token labeled “A” on any of the corner tiles. Continue placing the tokens in alphabetical order along a spiral, starting on the outside ring and proceeding *counter-clockwise* toward the center of the board. Place each token so that the numbered side is facing up. When the chain of tokens reaches a desert hex, skip over that hex and continue on the other side. Note that the last three tokens are each marked with two letters: Za, Zb, Zc.
5. Place the robber on any one of the desert hexes.

The Special Building Phase

We’ve added an additional phase for each player. With 5 or 6 players, you should use this turn sequence instead of the one described in *Settlers*:

- **Roll the Dice** – You must roll for resource production.
- **Trading and Building Phase** – You may trade resources with other players. You may also build roads, settlements, and cities and/or purchase Development Cards. These are all interchangeable actions. For instance, you can build, trade, buy a card, trade, and build some more.
- **End of Turn** – Once you have finished your turn, pass the dice to the next player.
- **Special Building Phase** – Your opponents may build as outlined below.

The **Special Building Phase** occurs just after the end of your turn (i.e., between player turns). All the other players may participate in the Special Building Phase. Each player then takes his turn clockwise around the table, and is allowed to build anything he can create with his resources.

Note that **no** player is allowed to play Development Cards during the Special Building Phase. Also note that players **are not allowed** to do any trading with other players—nor are they allowed to use Maritime Trade—during this phase. They may only use the resources they have in their hands. For this reason, players are advised to trade as much, and as advantageously, as possible with the current player during his trading phase. They will then have the resources they need to build during the Special Building Phase.

The Special Building Phase is an opportunity for all the other players (who are not currently taking their turn) to build roads, settlements, and cities, and/or to buy Development Cards. This phase allows each player to influence the game, even though it is not his turn! Since players are allowed to build every turn, they can interfere with the plans of others, and attempt to evade the robber.

As in *Settlers*, you may play one Development Card at any time during (and only during) **your** turn (i.e., at any point you possess the dice). Therefore, you may **not** play a Development Card during the Special Building Phase.

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