

CATAN

· Trading and building · 3–4 · 60–90 min · **Base game**

BEFORE YOU START

This covers the 3–4 player base game. Expansions and the 5–6 player extension use separate rules.

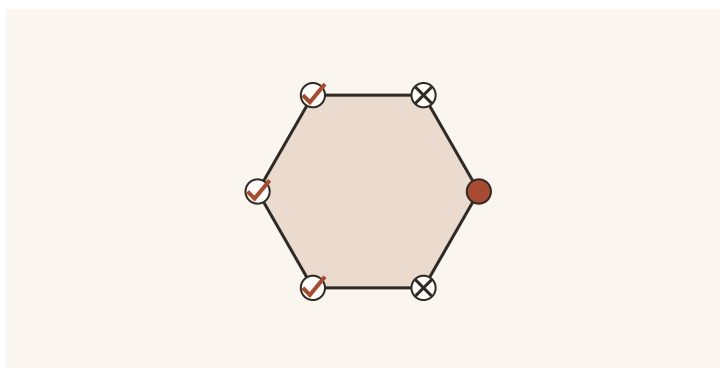
GOAL

Be first to reach 10 victory points on your own turn.

YOUR TURN

- Roll both dice. Each settlement beside that number gains 1 matching resource; a city gains 2. The desert produces nothing.
- Trade with any players at any agreed rate, or with the bank at 4 identical for 1. Harbours improve this to 3:1 or 2:1 for one resource.
- Build in any order: road = lumber + brick; settlement = lumber + brick + grain + wool; city = 2 grain + 3 ore; development card = grain + wool + ore.

A settlement must be at least two edges from every other settlement/city and connect to your road. A road must continue from your road, settlement or city, and it cannot pass through an opponent's settlement or city; an opponent's settlement on an intersection breaks your longest road.



A new settlement must be far enough from existing settlements. The diagram is original.

Island setup

For a first game, use the beginner map in the rulebook. Place 2 settlements and 2 roads each in snake order: first to last, then last to first. After placing your second settlement, take 1 resource from each adjacent producing terrain hex.

Seven, cards and points

On a 7, no one produces. Anyone with more than 7 resource cards discards half, rounded down. Move the robber to another hex and steal 1 random resource from an adjacent player; that hex stops producing.

A settlement is 1 point, a city 2. Longest Road and Largest Army are 2 each while you meet and hold their requirements. Reveal hidden victory-point cards when they bring you to 10 on your turn. Play at most 1 action development card (Knight or Progress) per turn, and never one bought that turn. Victory-point cards are exempt:

reveal several to win, including newly bought ones. You may play it at any point in your turn, including before you roll.

Details that matter

Longest Road requires at least 5 continuous roads; Largest Army at least 3 played Knights. To take an existing award, exceed its holder's total. Victory-point development cards are not action cards: their reveal is exempt from the one-action-card and purchase-turn restrictions.

Further sources: [CATAN rulebook](#)

Sources: [CATAN — official rulebook \(2020 edition, PDF\)](#) · [CATAN base-game FAQ](#) · rules verified 2026-08-31
