

# RULES

CATAN  
Big Game

GEN  
CON  
2015  
CHARITY EVENT

You should be familiar with the normal rules of *Catan* to play the *Big Game*. All the rules from *Catan* (5th ed.) and *Catan: Seafarers* (5th ed.) are in effect, with the following modifications:

## 1.0 THE GAME BOARDS

Each of the 3 different preprinted boards (Island A, Island B, and Island C) is home to 2 players. All players are designated as either the “Sun” or the “Moon” player for purposes of player turns.

Each board is marked with a “Sun” and a “Moon” icon. Additionally, the island is marked with a brown “Dividing Line” to separate the players’ “Starting Territories.” Lastly, the building cost and special victory point menu on your side of the board is framed in your player color (see image below).



## 2.0 PLAYER SETUP

Each player has:

5 settlements, 9 cities, 15 roads, and 15 ships.

Additionally, each player has these markers:



1 robber, 1 longest trade route, and 1 largest army.

- 2.1 You start with 3 settlements on the indicated spaces on the game board (the colored settlement sites.)
- 2.2 One settlement receives 1 ship (as shown), one settlement receives 1 road, and the third settlement has no additional game pieces attached.
- 2.3 Choose any 1 of your 3 settlements and take the resources from the hexes surrounding that settlement.

- 2.4 After taking your resources, replace any 1 of your 3 settlements with a city.
- 2.5 Place your robber on the desert in **your** starting territory (your opponents do the same).
- 2.6 The two players that share a board also share 1 complete set of game cards. Take the **moon player's resource cards** and place 10 of each face up beside the designated spaces on the moon side of the board. Place the rest on the sun side. If one of the 2 piles runs out, share the opposing player's pile. Place moon's development cards aside.
- 2.7 Take the **sun player's development cards** and place 11 of them face down beside the designated space on the moon player's side of the board. Place the rest on the sun side. If one of the 2 piles runs out, share the opposing player's pile. Place sun's resource cards aside.



# RULES

## 3.0 GOAL OF THE GAME (HOW TO WIN)

The first player to reach **25 Victory Points** (VPs) and declare victory (and get the victory confirmed) during her/his turn wins. (See 13.0.)

## 4.0 GAME PLAY

- 4.1 Players are divided into two groups: “Sun” and “Moon.” Turns alternate between these 2 groups. All active players are in the same group (either all Sun players are active or all Moon players are active).
- 4.2 You do not roll dice. Instead, a single, global, dice roll dictates play for all players in the game.
- 4.3 Dice roll results and turn timing will be shown on screens throughout the game space. Turn times vary as the game progresses.
- 4.4 We’ll use a Catan deck of dice to pre-generate dice rolls. This deck provides a “perfect” number distribution based on the probability of a certain number being rolled (one 2, two 3s, three 4s, and so on). To provide some uncertainty, only 31 of the 36 cards will be used. We will repeat this process to generate as many as 62+ rolls during the game.
- 4.5 A turn always consists of 2 phases. The first phase (resource generation) starts with the announcement of the dice roll result and the distribution of resources. You may not initiate trading until all resources are distributed. After resource distribution, the second phase (trading and building) begins. You may then build and trade. This phase ends with the timer expiring and a new dice roll.
- 4.6 Unless otherwise shown on the screen, the first 15 turns should last ≈30-45 seconds each. Turns 16-62+ should last ≈45-60 seconds each.

## 5.0 RESOURCES

The non-active player distributes resources to both players. You are still responsible for collecting your own resources.

## 6.0 ROBBERS

- 6.1 If a “7” is rolled, each player checks his hand size and discards cards as necessary. If you have 8 or more resources, discard half of your resource cards, rounding down.
- 6.2 Your robber never leaves your starting territory. *For the first 15 turns of the game, the robbers do not move!* Starting with turn 16, each time a “7” is rolled,

players check their hand sizes and discard cards when necessary. Then the referee rolls again and determines the hexes on which the robbers are placed. Each number—except for the “2” and the “12”—exists twice on each game board (once in the sun player’s starting territory, and once in the moon player’s starting territory). Each of the 2 hexes whose number was rolled is now blocked by 1 robber. If the dice roll result for the robbers is a “2” or a “12”, the robber in that territory blocks the corresponding hex while the other robber returns to desert in its starting territory. If the robbers already occupy the hexes whose number is rolled, they remain there. If another “7” is rolled, the robbers go back to their deserts.

After moving the robbers, **you do not take a card from the other player** (as you would in regular *Catan*). A trade and build phase then follows.

## 7.0 TRADING

- 7.1 If you are an active player, you are only allowed to trade with 5 players on your turn: the player on the opposite side of your board, the 2 players at the board to your left, and the 2 players at the board to your right.



- 7.2 If you are an active player, you may trade and build in any order, as many times as you wish.
- 7.3 If you are not an active player, you may only trade with the 3 active players across from you (your opponent on your board, and the players diagonally across from you).



- 7.4 Active players trade with the bank at 4:1 and use their harbors at 3:1 or 2:1 according to normal Catan rules.

## 8.0 BUILDING

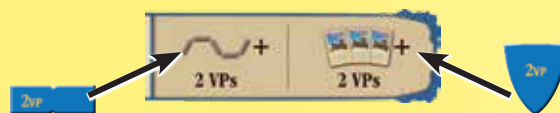
- 8.1** Building is simultaneous on all boards (all active players are considered to be in the trading and building phase simultaneously, no matter how long their resource distribution took).
- 8.2** You have 5 settlements, 15 roads, 15 ships, and 9 cities available. This means you may have 9 cities on the board at the end of the game (and 5 settlements).
- 8.3** You may build normally on your own island (the one you share with the player across from you). You may also build on the islands to your left and right. But there is one restriction (see “permission” in 8.4).
- 8.4** Players must “**ask permission**” to build onto adjacent boards. You may refuse an opponent’s build on your board **ONLY** if **all 3** of the following conditions are met:
- You are an active player (and allowed to build on the current turn).
  - You can also build on the spot requested, without any further building (for example, you cannot prevent a settlement from being built if you have to build a road to the spot, even if you could build both the road and a settlement with the resources you have in hand).
  - You can **immediately** build on that spot on the current turn, **WITHOUT** further player trading (harbors and bank trades are permitted). If you can (and wish to) deny permission, you must **immediately** build on that spot, using the resources you have in hand. Otherwise, the player asking permission may immediately move to build on the location.
- 8.5** Build and move ships according to the usual *Seafarers* rules (movement = 1 ship per turn, from an open sea route).
- 8.6** All resources being paid to build must be shown to the opposite player before placing pieces onto the board.
- 8.7** Dividing lines cut each island in half. The area containing your starting pieces is considered your “starting territory.” The **first** settlement you build in the other player’s starting territory on your board scores you an additional 2 VPs (i.e., that settlement is worth 3 VPs). If you upgrade this settlement to a city, it is worth 4 VPs. No other settlements/cities you build in this territory earn you a bonus (only the first).
- 8.8** For each **first** settlement you build on another player’s starting territory on an adjacent board/island, you earn an additional 2 VPs (as in 8.7 above).

## 9.0 DEVELOPMENT CARDS

- 9.1** There are no “Monopoly” development cards in the *Catan Big Game* (it would be far too powerful).
- 9.2** Use all other cards as you do in a regular *Catan* or *Seafarers* game (“Road Building” can build 2 roads, a road and ship, or 2 ships as usual).
- 9.3** If, on your own island, a robber stands on a hex adjacent to one of your settlements/cities, you can use a knight card to drive the robber away, placing him onto the desert in your starting territory. You receive 1 resource card of the type produced by the hex that the robber just left. You can still play a knight card even if no robber stands adjacent on a hex to one of your settlements/cities. In such cases, you receive 1 resource card of your choice, but you do not move the robber.
- 9.4** You may buy as many development cards as you like on your turn, but may play only 1 per turn, and not on the turn that you buy them. A VP card does **not** count as a development card play.

## 10.0 LONGEST TRADE ROUTE

- 10.1** If you are the first player on your board to have 5 contiguous path segments (roads and/or ships), place your longest trade route marker on the corresponding space of your building cost menu and special VP menu. Remember that a settlement or city must occupy the hex corner where a road and a ship meet for them to be considered connected for longest trade route.
- 10.2** If the opponent on your board ever has a longer line of contiguous roads and/or ships than you, remove your longest trade route marker from the board (while they put their marker onto their menu).



**Your longest trade route marker goes here**

**Your largest army marker goes here**

## 11.0 LARGEST ARMY

- 11.1** If you are the first player on your board to play your third knight card, place your largest army marker on the corresponding space of your building cost menu and special VP menu.
- 11.2** If your opponent on your board ever has more knight cards than you, remove your largest army marker from the board (while they put their marker onto their menu).



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## 12.0 END OF GAME & VICTORY

The first player to reach **25 victory points** and declare victory (and get the victory confirmed) during her/his turn **wins the game**. The game is then over. Should more than 1 player declare victory during the same turn, the referee will calculate final VPs and declare a winner.

**12.1** Points are calculated as follows:

- Each settlement is worth 1 VP (1 x 5 = max. 5 VPs)
- Each city is worth 2 VPs (9 x 2 = max. 18 VPs)
- For each first settlement you build on another player's starting territory, whether on your island or an adjacent board, you earn an additional 2 VPs (2 x 5 = max. 10 VPs)
- Each victory point card is worth 1 VP (max. 5 VPs)
- Longest Trade Route: 2 VPs (max. 2 VPs)
- Largest Army: 2 VPs (max. 2 VPs)

**12.2** Tiebreakers start with valuation of resources, each resource card in hand at the end of the game being equal to 0.1 VP. We then value specific resources: (a) most grain; (b) most ore; (c) most brick; (d) most lumber; and (e) most wool. Finally, we assess who registered to play first.

## 13.0 PLAYER CONDUCT

**13.1** You are responsible for monitoring your own boards for rule violations (improper placement of settlements, and so on). If a player takes an action that is not in accordance with the rules and no other player points it out before the end of that player's turn, the action is considered legal.

**13.2** You may not claim resources after your turn is over. You lose any unclaimed resources at the end of your turn.

**13.3** Only the active players may initiate trades and trade discussion.

**13.4** The referee's judgments shall be final and binding.

**13.5** The referee reserves the right to sanction/remove players at any time.

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## FULL MANIFEST OF THE CARD DECKS

Each player's decks contains the following cards:

### Resource cards

- 19 Lumber
- 19 Brick
- 19 Sheep
- 19 Grain
- 19 Ore



### Development cards

- 1 VP—Catan Big Game
- 1 VP—MFG
- 1 VP—Kosmos
- 1 VP—Gen Con
- 1 VP—Spiel
- 2 Road Building
- 2 Year of Plenty
- 14 Knights



**Extra cards not used in the Catan: Big Game Event that you can use in your Catan games at home.**

- 2 Monopoly Card
- 1 VP—Catan Created, 1995
- 1 VP—Catan Wins 3 Awards, 1995
- 1 VP—Catan in 30 languages, 2009
- 1 VP—Catan Sets World Record, 2013
- 1 VP—20th Anniversary of Catan, 2015
- 1 VP—Game Trade Magazine (Alliance)
- 1 VP—Devir
- 1 VP—Esdevium
- 1 Catan Deck of Dice Rules
- 37 Catan Deck of Dice Cards
- 1 Longest Road Card
- 1 Largest Army Card

