

# The Settlers of Catan™ 5 & 6 Player Expansion

by Klaus Teuber



EXPANSION GAME RULES

## THE SETTLERS OF CATAN 5 & 6 PLAYER EXPANSION™

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 Expansion™* (aka "Expansion Set") 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!



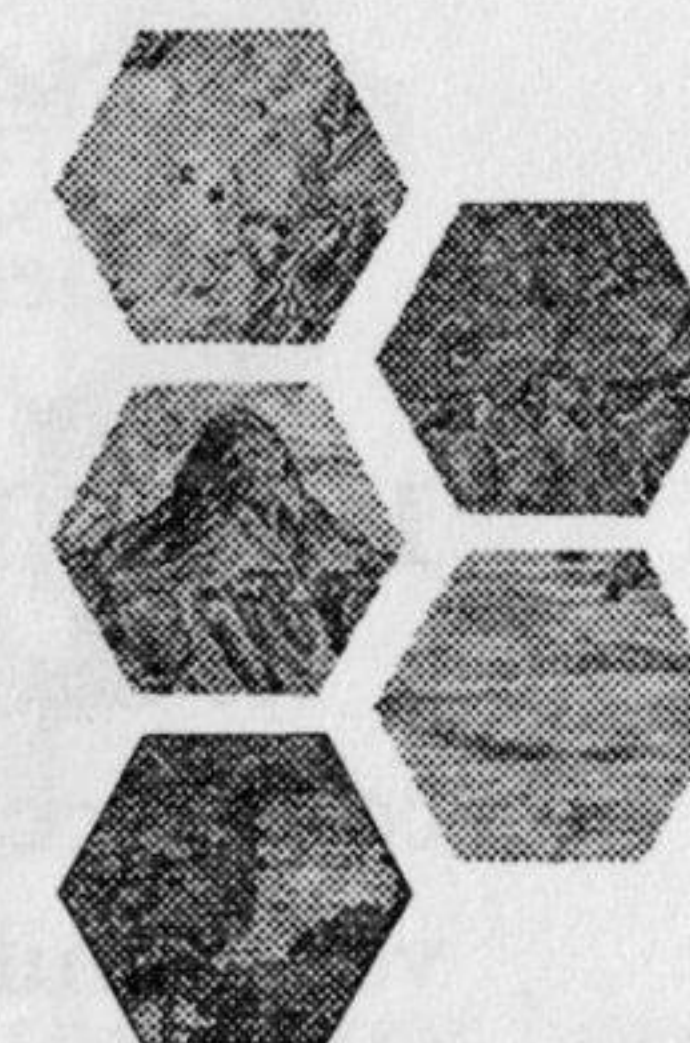
Great Shield of Catan



## GAME COMPONENTS

*The Settlers of Catan 5 & 6 Player Expansion* contains:

- 15 hexagon pieces (tiles), including:
  - 2 water hexes
  - 1 generic (3:1) harbor
  - 1 wool (2:1) harbor
  - 1 desert hex
  - 2 farmland hexes
  - 2 forest hexes
  - 2 pasture hexes
  - 2 mountain hexes
  - 2 hill hexes
- 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
- 25 resource cards, including:
  - 5 lumber cards
  - 5 grain cards
  - 5 wool cards
  - 5 brick cards
  - 5 ore cards
- 9 development cards, including:
  - 6 soldier cards
  - 1 monopoly card
  - 1 year of plenty card
  - 1 road-building card
- 2 blank cards (for fun or replacements)
- 2 building cost cards
- 28 numbered tokens



Before you begin your first game, you will have to remove the game pieces from the frame.



## EXPANSION GAME RULES

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

- Rules for constructing the larger board
- Rules for the Special Building Phase

### 1. ASSEMBLING THE BOARD

At the beginning of each game, you will need to construct the board. The Expansion Set uses a board very similar to the one used in Settlers.

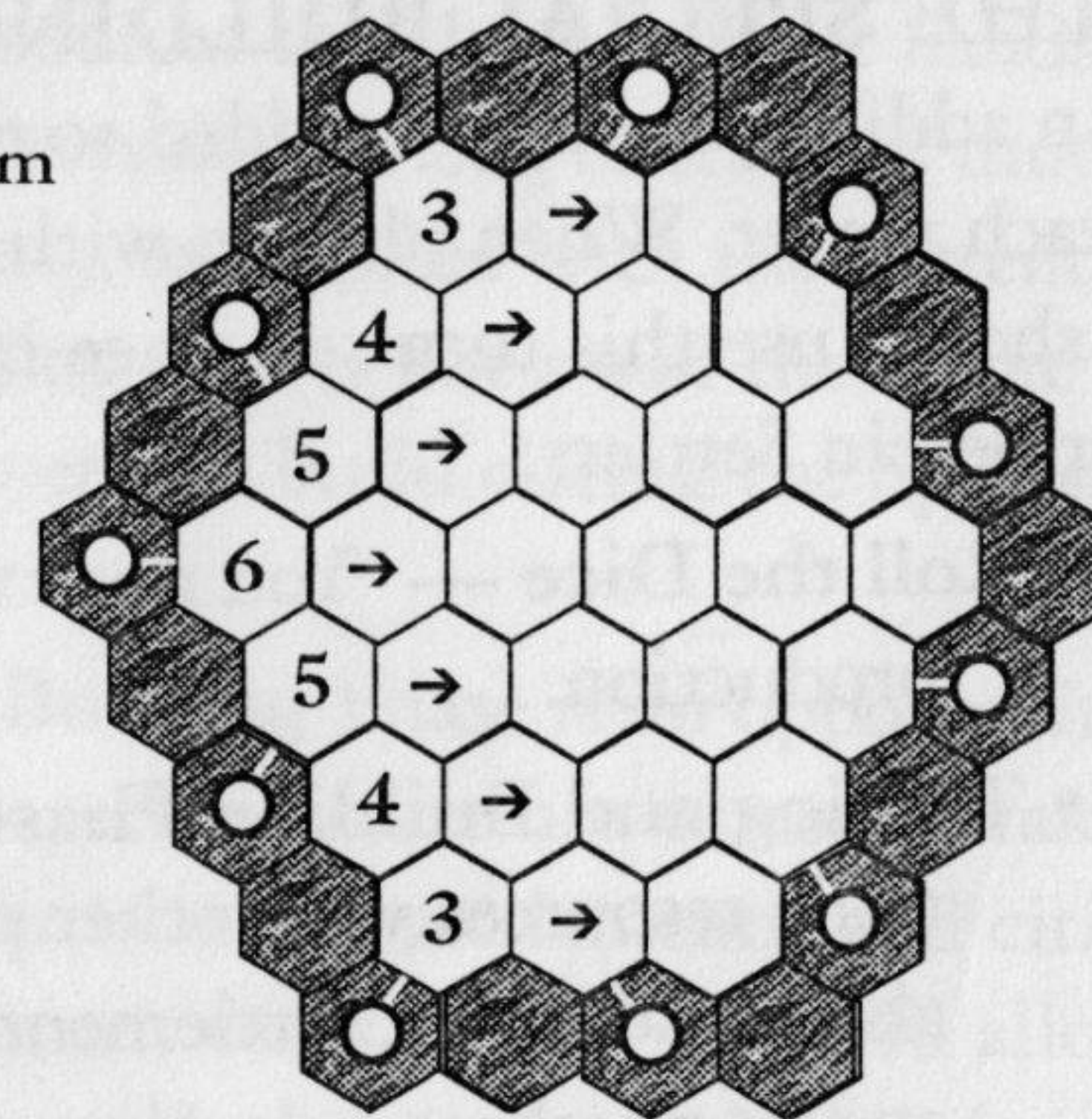
*Note: The five and six player games use all of the hexagonal tiles from the Expansion Set and all of the tiles from the standard Settlers game. But, you only use the number chips from the Expansion Set.*

The island is constructed from 30 land hexes and 22 ocean hexes. Begin by sorting all of the land hexes from the ocean hexes, then follow 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 tiles first, without changing their order. Then uncover the row of five tiles 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 tiles.
3. Separate the harbor hexes from the ocean hexes. Shuffle the harbor hexes and then place them around the outside edge of the island. Always



Setup Diagram



leave empty spaces between all the harbor hexes. Face them toward the longest adjacent hex row.

4. Place the remaining ocean hexes (without harbors) in the empty spaces around the outside ring. There should be one ocean hex between each pair of harbor hexes. (See Setup Diagram.)
5. Place the number tokens from the Expansion Set on the board. 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 working in 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 chips are each marked with two letters: Za, Zb, Zc.
6. Place the Robber on any one of the desert hexes.



## 2. THE SPECIAL BUILDING PHASE

An additional phase is added to the turn sequence for each player. When playing 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 a development card. These are all interchangeable actions. For instance, you can build, trade, buy a card, trade, and build some more.
- **End of Turn** — Once the all building is complete and you have finished your turn, pass the dice to the next player.

The **Special Building Phase** occurs after 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, or to buy development cards. This Phase will allow 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.

