

CATAN SIMPLE RULEBOOK

GAME SETUP

The gameboard holds 19 hexagons:

- 18 are numbered and yield resources
- 1 is a desert tile and yields no resources

The five resource types that can be produced are:



Grain



Ore



Lumber



Brick



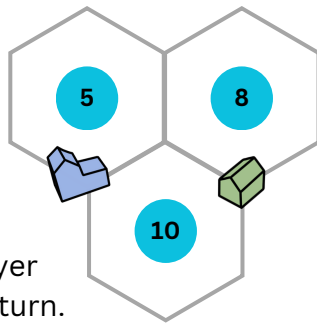
Wool



PRODUCTION PHASE

Roll two dice and find the sum. Players who built on the border of that sum's hexagon will benefit.



Sum = 10



In this example, both the  player and the  player will produce a resource this turn.

TRADING PHASE

After producing new resources, the player can trade with anyone at the table for resources.

BUILDING PHASE

Spend specific resources to buy development cards or build roads, settlements, and cities.

Resource costs are below:



Road



Settlement



City



Development Card



Note: these costs are not necessarily *in order*.