



# How to Play Teaching Guides:

## #36 The Settlers of Catan

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #36 of The How to Play Podcast available at [www.howtoplaypodcast.com](http://www.howtoplaypodcast.com)

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### The Hook - What the Game is About

*"Welcome to The Settlers of Catan. In this game you and your fellow players are attempting to colonize the fresh new territory of Catan. The winner of the game will be the first person to obtain ten victory points by collecting and trading for resources and then using those resources to build settlements or cities. Constructing a new settlement on the board is worth one point you can also converting existing settlements into cities making them worth two points. The first player to reach the goal of ten points will be declared the winner."*

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### The Meat - How to Play the Game

1. How your turn works:
  - 1.1 Roll two dice to determine production of resource cards
  - 1.2 Trade resource cards with the active player and make purchases in any order
  - 1.3 Pass the Dice
2. How Production works:
  - 2.1 Each hex produces its type of resources (Desert = none)
  - 2.2 When number is rolled all adjacent settlements get resources
  - 2.3 Probability indicated by dots
  - 2.4 If 7 is rolled, +7 discard half your cards, move the robber, steal
3. How to Trade:
  - 3.1 Trade with other players, may only trade with active player
  - 3.2 Trade with bank at 4:1 or 3:1 or 2:1 with harbor

4. What you can buy:
  - 4.1 Settlements (W,B,G,S) - Give you more resources, 1 VP
  - 4.2 Roads (W,B) - Give you more places to build settlements
    - 4.2.1 Settlements may not be adjacent to another settlement
  - 4.3 Cities (O,O,O,G,G) - Double resources when rolled, 2 VPs
  - 4.4 Development Cards (O, G, S) - Special Abilities,
    - 4.4.1 Play on following turn, one play per turn
    - 4.4.2 Mostly “Soldiers” - Move the robber and steal a card
    - 4.4.3 Some VP cards keep hidden until end of game
    - 4.4.4 Some special power cards
5. Longest Road and Largest Army
  - 5.1 Longest Road - 2 VPs - First to get 5, steal by getting more
  - 5.2 Largest Army - 2 VPs - First to get 3, steal by getting more
6. Winning the game - When a player gets 10 points on their turn they win
  - 6.1 Points from Cities, Settlements, VP Cards, Road or Army Bonus

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## The Hamster - How to Win the Game

1. Increase your production as quick as possible: Build settlements and cities on high probability intersections, buy cards only as last resort
2. Be an active negotiator: Be involved in each player’s turn making trades to better your hand
3. Be an active diplomat: Be aware of who is winning and play accordingly, advocate for yourself and beware those close to victory
4. Good luck and have fun!

### Credits:

Game Design: Klaus Teuber

Game Publisher: Mayfair Games

Outline Author: Ryan Sturm ©2012

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Teaching outline based upon How to Play Podcast Episode #36

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