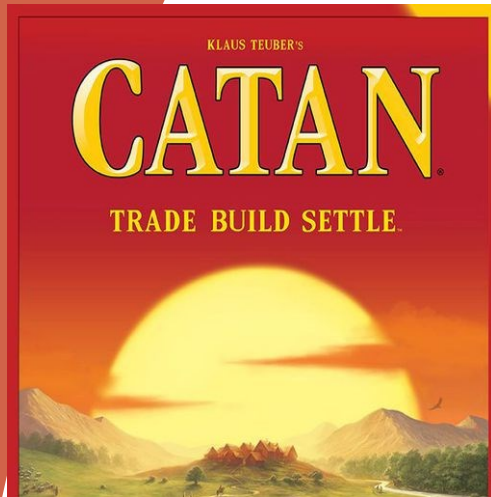


Catan



Game Type

- Strategy/Family

Category

- Negotiation

Mechanisms

- Dice Rolling
- Hand Management
- Modular Board
- Trading

Board Game Description

Players: 3-4 // Time: 60-120 Min

Age: 10+ // Weight: 2.36

In Catan (formerly The Settlers of Catan), players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources (cards)—wood, grain, brick, sheep, or stone—to build up their civilizations to get to 10 victory points and win the game.

Trade for resources, build settlements and cities, dominate the island. Got it?

Catan

Inventory

- 1 rulebook
- 19 terrain hexes
- 6 sea frame pieces
- 9 harbor pieces
- 18 circular number tokens
- 95 resource cards
- 25 development cards
- 4 “Building Costs” cards
- 2 special cards: “Longest Road and “Largest Army”
- 16 cities, four of each color
- 20 settlements, five of each color
- 60 roads, 15 of each color
- 1 robber (gray)