"PUERTO CATAN"

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Players: 3-4
Game Length: 1-1½ hours
Requirements: *Settlers*, role cards from this document, 20-30 "gold" pieces
Object: Play *Settlers of Catan* using the role-selection mechanism of *Puerto Rico*.

A. SETUP

Set up *Settlers* as usual.

Print out the role cards at the end of this document and place them face-up by the game board. Gather 20-30 chips/stones/counters to represent gold and place them by the resource cards.

Determine the starting player and place the 2 initial settlements as usual. Hand the "Governor" card to the starting player.

B. SPECIAL RULES

Gameplay

The game is played over a number of rounds. The player with the Governor card begins each round by selecting a role card which he places in front of himself, and becomes the "active player".

Starting with the active player, each player in turn may perform the action(s) associated with each role. The active player also receives a special privilege for choosing that role. Actions and privileges are always optional, except for the Producer (see below).

Once all players have performed (or had the chance to perform) that role's action, the player to the left of the active player chooses a role card from those remaining and becomes the new active player.

Once all players have chosen 1 role card, the round ends. Those roles that were not chosen get 1 gold placed on them as incentive to take them next round: a player selecting a role card with gold on it may keep all of that gold. Then all the role cards (except for the Governor) are placed back in the center of the table. The player with the Governor card passes that card to the player to his left, and that player begins the next round.

The Role Cards

The role cards are shown at the end of this document. Print them out on cardstock for gameplay.

Each role card lists an action or actions that may be performed when that role is chosen, as well as a special privilege for the player who chooses the role.

Details for the specific roles are as follows:

GOVERNOR: The Governor is not an actual role; it merely marks the starting player of each round. At the end of each round, the Governor card is passed to the player to the left of the current Governor.

PRODUCER: During the Producer phase, starting with the active player, each player in turn rolls the 2 production dice. Rolling the dice is not optional. All players receive any resources produced by that roll, per normal *Settlers* rules.

If a "7" is rolled, the active player moves the robber adjacent to the rolling player and steals a resource card from him. If the rolling player has no resources to steal, or if the active player rolled the "7", the active player may move the robber to any hex and steal from any one player on that hex.

"Year of Plenty" development cards may be played only during the Producer phase, any time during that player's turn.

TRADER: During the Trader phase, each player in turn may trade resource cards with any of the other players. They may also trade resources at a 4-to-1 rate with the bank, or cash in 3 gold for a resource card of their choice.

"Monopoly" development cards may be played only during the Trader phase. Each resource may be monopolized only once during a phase.

Only the active player may use his 2:1 or 3:1 harbors to trade with the bank.

BUILDER: During the Builder phase, each player in turn may turn in resource cards to build any combination of settlements, cities, roads, and development cards.

"Roadbuilding" development cards may be played only during the Builder phase. A Roadbuilding card may not be played on the same turn it is purchased.

Any player who builds during this phase must pay the active player 1 gold, if they have any.

SOLDIER: During the Soldier phase, each player in turn may play 1 "Soldier" development card, move the robber, and steal – per normal *Settlers* rules.

If the active player plays a "Soldier" card, he may steal a resource card from *every* player on the hex to which he moves the robber.

PROSPECTOR: In the Prospector phase, the active player takes 1 resource card of his choice from the bank. All other players receive 1 gold from the bank.

ROBBER: For the Robber phase, the active player moves the robber to any hex – without stealing from anyone.

Number of Players

The role cards used varies with the number of players. With 4 players, use all role cards. With 3 players, remove one of the Prospectors.

C. COMPONENTS

In addition to the usual *Settlers* components, you will need:

- Printed copies of the 8 role cards at the end of this document.
- 20-30 chips, counters, or stones to represent gold.

D. GAME END

Once one player reaches at least 10 victory points, the game ends at the end of that round. The player with the most victory points at game's end is the winner. If there is a tie for victory points, the player with the most cards (resource and development) in hand wins. If there is still a tie, the player with the most gold wins.

GOVERNOR

Begin the current round

At the end of the round, pass the Governor card to the left

PRODUCER

All Players:
- Roll production dice
- Play "Year of Plenty" card

Active Player:
- Move robber & steal from player rolling "7"

TRADER

All Players:
- Trade w/ other players
- Trade 4:1 w/ the Bank
- 3 gold = 1 resource
- Play "Monopoly" card

Active Player:
- Use 3:1 & 2:1 harbors

BUILDER

All Players:
- Build
- Play "Roadbuilding" card

Active Player:
- Take 1 gold from each player who builds

SOLDIER

All Players:
- Play "Soldier" card

Active Player:
- Steal from all players on a hex

PROSPECTOR

Active Player:
- Take 1 resource card from the bank

Other Players:
- Take 1 gold from the bank

ROBBER

Active Player:
- Move the robber to any hex

PROSPECTOR

Active Player:
- Take 1 resource card from the bank

Other Players:
- Take 1 gold from the bank