# CATAN
## EXTENSION
### 5-6 PLAYER

You have arrived on the island of Catan. Its uninhabited lands lie before you, stretching for miles in all directions. It offers the promise of bountiful harvests and plentiful resources. As you make plans to build a new life here, you discover that you are not alone. Several other newly-arrived leaders are planning their futures here as well. The race to build a bright and prosperous new community has begun!

The *CATAN® – 5-6 Player Extension*™ (aka *CATAN 5-6*) allows you to add one to two players to your CATAN games. The island is larger, the demand for resources is fiercer, and the thrills are even greater!

NOTE: This 2022 revision has **new** "paired player" rules that replace the special building phase found in previous editions of *CATAN 5-6*. Longtime CATAN fans should take note. You can download the new rules from catan.com for free.
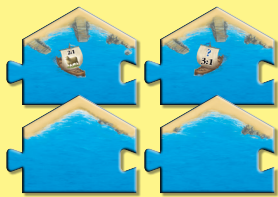
# GAME COMPONENTS

To play *CATAN 5-6*, you need nearly all of the components from the CATAN base game, plus the following pieces:

**11 terrain hexes**
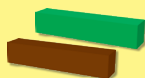*(1 Desert, 2 ea. Forest, Hills, Pasture, Fields, and Mountains)*

**4 small sea frames**
*(2 with harbors, 2 without)*

**28 number tokens**
*(brown text on back)*

**10 settlements**
*(5 per player)*

**30 roads**
*(15 per player)*

**8 cities**
*(4 per player)*

**2 Building Costs cards**

**Player 1 and player 2 markers with plastic bases**

**25 resource cards**

**9 development cards**

**2 optional harbor pieces**

**Note**: When you want to play with 3-4 players again, we have made it easy to separate the cardboard *CATAN 5-6* components from the CATAN components.

- Look at the front of the terrain hexes. The *CATAN 5-6* hexes all have a watermark icon (depicted here) printed in the lower left corner. CATAN terrain hexes have no watermarks.

- Look at the back of the number tokens. The letters on the back of the *CATAN 5-6* tokens are dark brown. The letters on the standard CATAN number tokens are black.

# GAME RULES FOR 5-6 PLAYERS

Except as noted below, *CATAN 5-6* uses the same rules found in CATAN. The additional rules include:

- Assembling the larger board (add small frame pieces)
- Creating the supply (add more cards)
- The 5-6 player set-up phase
- The paired players turn

# SETTING UP A 5-6 PLAYER GAME

## Assembling the Larger Board

To begin each game, you need to assemble the board. *CATAN 5-6* uses a board very similar to the one in CATAN, but expanded with additional small sea frames.

**Note:** The 5 and 6 player games use all of the hexagonal tiles from CATAN 5-6 and all of the tiles from the CATAN base game. However, you only use the number tokens from this extension (lettered A to Y and ZA, ZB, and ZB).

Assemble the frame as specified in CATAN and add the 4 small sea frame pieces from *CATAN 5-6* as shown here:

- Place the small "2-2" all-sea frame piece between the "2-2" joint of the CATAN frames (**A**).
- Place the small "3-3" 2:1 wool harbor frame piece between the "3-3" joint of the CATAN frames (**B**).
- Place the samll "5-5" 3:1 harbor frame piece between the "5-5" joint of the CATAN frames (**C**).
- Place the small "6-6" all-sea frame piece between the "6-6" joint of the CATAN frames (**D**).



Add the Small Sea Frames
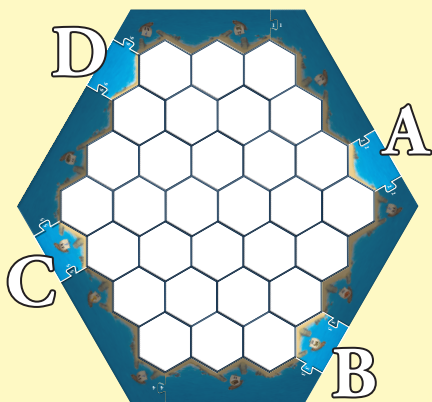
## Create the Supply

Add the 25 resource cards and 9 development cards to the cards for 3-4 players. Sort the resource cards into 5 stacks. Put them face up beside the board. Shuffle the development cards and place them face down beside the board. These card stacks form the supply.

Place the "Longest Road" and "Largest Army" special VP cards beside the supply.

## The 5-6 Player Set-up Phase

### Take your starting pieces

Select a color and take your 5 settlements, 4 cities, and 15 roads. Also take your color's "Building Costs" card. If this is your first 5-player game, see the note on page 5.

**For your first 5-6 player game:** Use the *Starting Set-up for 5-6 New Players* (see image on page 5). Once set-up is complete, give each player their starting resources from the settlements marked with white stars (⭐) as shown.

**For 5-6 experienced players:** Once you are comfortable with the 5-6 player rules, add the terrain hexes to the frame as follows:

**1.** Shuffle all 30 terrain hexes face down and place them face down inside the frame.

**2.** Turn the hexes face up, without changing their location.

**3.** Take the number tokens from *CATAN 5-6* (brown letters on back).
Place the number token labeled "A" on any one of the six corner hexes (we chose the upper right in our example on page 5). Continue placing the tokens in alphabetical order along a spiral, starting on the outside hexes and proceeding counter-clockwise toward the center of the board. Place each token so that the numbered side is facing up. When the series of tokens reaches a desert hex, skip over that hex and continue on the other side.

*Note: The last three tokens are each marked with two letters:* ZA, ZB, ZC.

**4.** Place the robber on either of the desert hexes.

**Optional:** Some experienced players like to randomize their harbors. To do so, here's how: Take the 11 harbor pieces (9 from CATAN + 2 from *CATAN 5-6*) and shuffle them face down. Randomly place them on top of each harbor on the frame as shown.

**Random harbor option**

### Starting settlements and resources

# Starting Set-up for 5-6 New Players*

Red

White

Blue

Orange

Green

Brown



* For your first 5 player game: One color remains inactive in the game. To determine which color, a player takes 1 road of each color and hides them in their hand. Each player takes 1 road at random from this hand (unseen). The remaining road is the inactive color. Leave that color's settlements on the board as inactive settlements, but remove the roads. This will maintain a fair starting set-up for all players.

## Number Token Placement Order

- Each player, in turn, rolls the dice to determine the starting player as in CATAN.
- Place your first 2 settlements, 2 roads, and receive your starting resources, using the method described in Set-Up on page 12 of the CATAN Almanac.

## NEW RULES FOR 5-6 PLAYERS

The phases used in CATAN remain the same–resource production, trade, and build. For 5-6 players, use the new paired player rules during trading and building.

**Note:** If you have played previous versions of *CATAN 5-6*, this paired player rule replaces the special building phase.

### Determine the Paired Players

- If you are the starting player, place the **player 1** marker in front of yourself.
- Place the **player 2** marker in front of the third player to the left of **player 1**.

**Note:** For the remainder of these rules, we will refer to the players with these markers as **player 1** and **player 2**, respectively.

### Paired Player Rules

The phases used in CATAN remain generally the same. **Player 1** rolls the dice for the turn. However, during the trade/build phase, **both player 1 and player 2** can take actions. **Player 1** must always complete their portion of the paired turn before **player 2** can begin their portion.
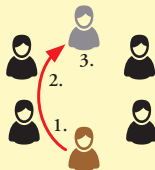
### Paired Players

**5 players**

*The third player to the left of the starting player is player 2.*



*The starting player is player 1.*

**6 players**

*The third player to the left of the starting player is player 2.*



*The starting player is player 1.*

## Paired Player Turn Order

**Player 1** performs this part of a turn just as you would in CATAN.

- Begin the turn with the production dice roll. All players take their resources (or any "7" roll is resolved) as usual in CATAN.

The **Combined Trade/Build Phase** is slightly different with the paired players rule.

**Player 1** goes first and may do the following in any order:

- Trade resource cards with all players as usual AND trade resource cards with the supply as usual.
- Build anything shown on your "Building Costs" card and play 1 development card as usual.

After **player 1** completes their portion of the paired turn, **player 2** takes their part of the paired turn.

**Player 2** may do the following in any order:

- Trade cards ONLY with the supply.
- Build anything shown on your "Building Costs" card and play 1 development card as usual (even VP cards to win the game).

After **player 2** completes their part of the turn, the paired players each pass their respective markers to the player on their left. **Player 1** also passes the dice. The new **player 1** starts a new turn.

## Ending the Game Clarifications

You win the game if you are the first player to reach 10 or more victory points on your turn (as in CATAN). However, if there is ever an instance when both **player 1** and **player 2** reach 10 points during the same turn, **player 1** wins the game before **player 2** can take their part of the paired turn.

## Player 1 and 2 Actions Overview

| Player 1 | Player 2 |
|---|---|
| ● Roll for production (mandatory) | |
| ● Trade with other players and the supply | ● Trade with the supply only |
| ● Build | ● Build |
| ● Play 1 development card | ● Play 1 development card |

## CREDITS

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