I'm not a robot

You can play the game Catan on a variable game board. For your first game, however, we suggest that you use the "Starting Set-up for Beginners*." (See Illus. A on page 3.) This set-up is well-balanced for all players. Before your first game, you must remove the die-cut components from the cardboard holders. Carefully punch out and separate the pieces. When punching the tiles out of the die-cut sheets, always push the tiles through from the front, "cut" side (pushing from the back may cause the tiles to rip). Lay out the map as specified in Illustration A (or on the back of this booklet). First, assemble the frame as shown. Second, create Catan by placing the 19 terrain hexes on the table—again as shown. Third, place the circular number tokens on top of the designated terrain hexes. Finally, place your settlements and roads. From beginner guides to complete rulebooks, find everything you need to know about CATAN.Learn how to play Catan with our comprehensive game rules. Includes detailed setup instructions, game components list, and beginner's guide for the classic board game Catan.View RulesLearn how to set up your Catan game board, including the starting map for beginners. Resource production, trading mechanics, and building rules. Detailed explanation of domestic and maritime trade, plus building settlements, roads, and cities.View RulesDetailed rules for building settlements and cities, using development cards, and handling the robber in Catan. Learn about victory points, special cards, and game-ending conditions.View RulesDetailed reference for building settlements and city development in Catan, including building costs, coastal settlements, and the combined trade/build phase variant.View RulesDetailed rules for development cards, distance rules, domestic trade, and game-ending conditions in Catan. Includes detailed examples and special conditions.View RulesReference guide for game setup sequence, harbors, intersections, knight cards, and the Largest Army special card in Catan. Includes detailed rules and strategic examples.View RulesDetailed rules for the Longest Road special card and Maritime Trade mechanics in Catan, including harbor types, trading ratios, and special cases.View RulesReference guide for number tokens, paths, progress cards, and resource production in Catan. Includes detailed explanations of resource distribution and special development cards.View RulesReference guide covering resource trading, roads, settlement building rules, and settlement building rules in Catan. Includes detailed examples and special conditions.View RulesDetailed guide for game setup in Catan, including standard and variable setup options, initial settlement placement rules, and beginner's map configuration.View RulesAdvanced setup instructions, soldier cards explanation, beginner setup guide, and tactical considerations for Catan. Includes detailed placement strategies and resource management tips.View RulesComplete reference for trading rules and victory point mechanics in Catan, including trading restrictions, victory point cards, and winning conditions.View RulesComprehensive overview of Catan's core gameplay mechanics, including terrain types, resource production, settlement rules, and victory conditions.View RulesCatan is a board game about building settlements and cities on a hexagonal island.Key rules for Development Cards: - You may buy multiple Development Cards per turn - You can only play one Development Card per turn - You cannot play a Development Card on the same turn you bought it - Development Cards must be played after rolling dice - Played cards should be placed face up in front of youImportant Knight Card mechanics: - Can be played before rolling dice - Can move robber even if it's not on your hex - Played Knights stay face up for Largest Army - Moving robber and stealing is mandatory when played - Does not trigger discarding for players with >7 cardsCritical rules about Longest Road: - Roads can form circles - Your settlements don't break your own road - Opponent settlements break your road - Tied length keeps card with current holder - Broken road segments can be reconnected - Must have at least 5 continuous road piecesEssential robber rules: - Must move to new hex when triggered - Can move robber before rolling dice - Only blocks resource production, not building - Harbors still function if robber on hex - Can move twice in one turn (7 roll + Knight) - Stealing is mandatory when moving robberKey trading principles: - No secret trades allowed - No credit/future trades - Can trade immediately after building harbor - Can use any harbor regardless of ownership - Can't give away resources - Must trade different resource typesImportant victory rules: - Must reach exactly 10 points on your turn - Can win during special building phase - Must declare victory (not automatic) - Continue normal turn even if points reached - Victory point cards only revealed when winningCritical building rules: - Must follow distance rule (2 intersections) - Can build on coast without harbor - Can't relocate settlements - New builds must connect to your roads - Can build city directly (no settlement needed) - Can build at harbors during setupKey rules for larger games: - Occurs between each player's turns - Current player cannot participate - Can win during this phase - Can't play Development Cards - Happens even if previous player didn't build - Limited to building/upgrading only A knight card is one of the 5 types of development card. In the standard deck, it is the most common one to be pulled (14 out of the 25 cards, or 56%, are knights). Using a knight allows you to move the robber and place it onto a new hex, and steal a random card from an opponent with settlements or cities adjacent to it. Playing 3 knight cards awards you the Largest Army card, worth 2 victory points. Any player who plays more knights is given the card, along with the 2 victory points. Trivial] You can play a knight before rolling the dice. Players do not have to discard half their hand (if they have more than 7 cards) when a knight is played. Since the release of CATAN (at that time still The Settlers of CATAN) in 1995, the game has developed into a modern classic that is available worldwide in over 40 languages. To date, over 40 million games have been sold.With numerous expansions and additions, everyone can create their own personal gaming experience and immerse themselves in the world of CATAN in new ways. Requires: Ore, Wool, & Grain When you buy a development card, draw the top card from the deck. There are 3 different kinds of these cards: knight*, progress*, and victory point*. Each has a different effect (see b below). Development cards never go back into the supply, and you cannot buy development cards if the supply is empty. Keep your development cards hidden (in your hand) until you use them, so your opponents can't anticipate your play. If you roll a "7", no one receives any resources. Instead, every player who has more than 7 resource cards must select half (rounded down) of their resource cards and return them to the bank. Then you must move the robber*. Proceed as follows: You must move the robber immediately to the number token of any other hex on the desert*. Then you steal 1 (random) resource card from an opponent who has a settlement or city adjacent to the target terrain hex. The player who is robbed holds their resource cards face down. You then take 1 card at random. Important: If the production number for the hex containing the robber is rolled, the owners of adjacent settlements and cities do not receive resources. The robber prevents it. At any time during your turn, you may play 1 development card (put it face up on the table). That card, however, may not be a card you bought during the same turn (except for a victory point card, as described below)! Knight Cards (Purple Frame)* If you play a knight card, you must immediately move the robber. See "Rolling a 7" and "activating the robber" above and follow steps 1 and 2. Once played, knight cards remain face up in front of you. The first player to have 3 knight cards in front of themself receives the special card "Largest Army," which is worth 2 victory points. If another player has more knight cards in front of them than the current holder of the Largest Army card, they immediately take the special card and its 2 victory points. Progress Cards (Green Frame)* If you play a progress card, follow its instructions. Then the card is removed from the game (i.e., goes in the box). Victory Point Cards (Orange Frame)* You must keep victory point cards hidden. You may only reveal them during your turn and when you are sure that you have 10 victory points—that is, to win the game. Of course, you can reveal them after the end of the game if someone else wins. You may play any number of victory point cards during your turn, even during the turn you purchase them. Multi-player competitive board game For other uses, see Catan (disambiguation). CatanOther namesThe Settlers of CatanDesignersKlaus TeuberPublishers Kosmos (Germany) Catan Studio (English-language) Filosofia (France) 999 Games (Benelux) GP, Inc. (Japan) NeoTroy Games (Turkey) Korea Board Games (Korea) Smart (Russia) Devir (Mexico) Κάισσα (Greece) Devir (Brazil and Portugal) HaKubia (Israel) Galakta (Poland) Albi (Czech Republic and Slovakia) BrainGames (Latvia) spilbræt.dk (Denmark) Broadway Toys Limited (Mainland China and Hong Kong) Publication First edition: 1995; 30 years ago (1995)[1] Second edition: 1996; 29 years ago (1996)[2] Third edition: 1997; 28 years ago (1997)[3] Fourth edition: 2007; 18 years ago (2007)[4] Fifth edition: June 2015; 10 years ago (2015-06)[5] Players3 to 4 (standard)5, or 6 (with extensions)Setup time15 minutesPlaying time1–2 hoursChancelow-moderateSkillsStrategyNegotiationWebsitecatan.com Catan, previously known as The Settlers of Catan or simply Settlers, is a multiplayer board game designed by Klaus Teuber. It was first published in 1995 in Germany by Franckh-Kosmos Verlag (Kosmos) as Die Siedler von Catan (pronounced [di: 'zi:dlɐ fɔn ka'ta:n]). Players take on the roles of settlers, each attempting to build and develop holdings while trading and acquiring resources. Players gain victory points as their settlements grow and the first to reach a set number of victory points, typically 10, wins. The game and its many expansions are also published by Catan Studio, Filosofia, GP, Inc., 999 Games, Κάισσα (Káissa), and Devir. Upon its release, The Settlers of Catan became one of the first Eurogames to achieve popularity outside Europe.[6] As of 2020[update], more than 32 million boxed sets in 40 languages had been sold.[7][8] A giant game of Catan being played at Gen Con Indy 2003. This is one of many custom, extra-large Catan boards seen during demonstrations and tournaments at Gen Con. The players in the game represent settlers establishing settlements on the fictional island of Catan. Players build settlements, cities, and roads to connect them as they settle the island.[9] The game board, which represents the island, is composed of hexagonal tiles (hexes) of different land types, which are laid out randomly at the beginning of each game.[10] Newer editions of the game began to depict a fixed layout in their manual and recommend this to be used by beginners. In 2016, editions of the game were released with a conventional fixed layout board in this configuration, the hexes of which cannot be rearranged. Players build by spending resources (wool, grain, lumber, brick, and ore) that are depicted by these resource cards; each land type, with the exception of the unproductive desert, produces a specific resource: hills produce brick, forests produce lumber, mountains produce ore, fields produce grain, and pastures produce wool. On each player's turn, two six-sided dice are rolled to determine which hexes produce resources. Players with a settlement adjacent to a hex containing the number just rolled receive one card of the corresponding resource; cities produce two cards of the corresponding resource. For example, if a player has one city and two settlements adjacent to a grain hex, that player would take four grain resource cards if the corresponding number was rolled. There is also a robber token, initially placed on the desert; if a player rolls 7, the robber must be moved to another hex, which will no longer produce resources until the robber is moved again. That player may also steal a resource card from another player with a settlement or city adjacent to that hex. In addition, when a 7 is rolled, all players with 8 or more resource cards must discard their choice of half of their cards, rounded down. For example, If a player has 9 resource cards, and a 7 is rolled, the player must get rid of 4 cards. On the player's turn, the player may spend resource cards to build roads or settlements, upgrade settlements to cities (which replace existing settlements), or buy development cards. Players can trade resource cards with each other; players may also trade off-island (in effect, with the non-player bank) at a ratio of four-to-one resources for one of any other. By building settlements adjacent to ports, players may trade with the bank at three-to-one (three of any single resource type) or two-to-one (two of a specific resource) ratios, depending on the port. The goal of the game is to reach ten victory points. Players score one point for each settlement they own and two for each city. Various other achievements, such as establishing the longest road and the largest army (by playing the most knight cards), grant a player additional victory points. Resource cards can also be spent to buy a development card. There are five different types of development cards, including cards worth one victory point; knight cards, which allow the player to move the robber as if they had rolled a 7 (but without the remove-half rule); monopoly cards, which allow the player to steal all of any one resource from other players; road building cards, which allow the player to build two roads without paying extra resource cards; and year of plenty cards which allow the player to pick up two resource cards of their choice. Three players in a game of Catan Teuber's original design was for a large game of exploration and development in a new land.[11] Between 1993 and 1995 Teuber and Kosmos refined and simplified the game into its current form. Unused mechanics from that design went on to be used in Teuber's following games, Entdecker and Löwenherz. The game's first expansion, Catan: Seafarers, adds the concept of exploration, and the combined game (sometimes known as "New Shores") is probably the closest game to Teuber's original intentions.[6] In 2020, the Board Game Analysis blog created a mathematical model to evaluate how balanced any particular board layout is, with scores ranging from 0 to 1 and lower scores being more balanced. According to that model, the beginner layout recommended in the game's manual has a balance score of 0.094. They also analyzed a board layout used in a 2016 tournament, which scored a 0.106. A sample of 100 million randomly generated board layouts formed an approximately normal distribution with the majority of boards' scores clustered around 0.25.[12] Further information: List of Settlers of Catan products The base game of the Catan series, Catan, is designed for 3–4 players. In 1996, an extension to allow up to six players was released for the base game.[13] As well as extra components to accommodate more players, the expansion adds an extra building phase between turns, so that players can participate in the game outside of their own turn. Players may not trade with other players during this phase nor may they trade in with the bank (maritime trade) from their own hand. After releasing the 5- to 6-player extension, Teuber began to publish expansions for the base game. The first, Seafarers of Catan, was released in 1997;[13] it was later retitled Catan: Seafarers. Seafarers adds ships that allow players to cross sea hexes, and includes scenarios in which players explore an archipelago of islands. It also adds gold-producing hexes that allow players to take the resource of their choice. The second major expansion to the game, Cities and Knights of Catan (later Catan: Cities and Knights), was released in 1998.[13] It adds concepts from the card game and its first expansion to Catan, including Knights who must be used to defend Catan from invading barbarians, and improvements that can be bought for cities that give benefits to players. These commodities (paper, coin, and cloth) can be produced, in addition to the original resources. A 5- to 6-player extension for Cities & Knights was released at the same time. In 2000, a book of variations for Settlers was released. The third large expansion, Catan: Traders & Barbarians, was released in 2008.[13] Traders & Barbarians collects a number of smaller scenarios, some of which have previously been published elsewhere. The set includes an official two-player variant. A special edition of the game was released in 2005: a 10th-anniversary edition of the base game and Cities & Knights, with hand-painted 3D tiles and playing pieces.[14] Mayfair Games released a fourth edition of The Settlers of Catan in 2007, with new artwork, a locking frame, a deeper box, and an insert tray; there was also a minor rule change.[15] Soon after its release, two changes were made to the fourth edition. The robber playing piece was changed from a black to a grey color and the soldier development card was renamed a knight. Fourth-edition versions of Cities & Knights, Seafarers, and the 5- to 6-player extensions were also released.[16] Catan: Explorers & Pirates, the fourth large expansion, was released in 2013 which introduces new elements for the game including moving ships, new resources, and pirates.[17] The Catan line was rebranded in 2015. The 20th anniversary of the series, with the original Settlers game renamed simply Catan.[18] There are variations of the visual style of the game with subsequent releases. A list of version comparisons can be found here: "Identify your English Catan Set". Catan Collector. 28 October 2022. Retrieved 30 December 2022. In 1998, the first Historical Scenarios pack was released,[19] which allows players to re-enact the building of the pyramids of Egypt or the expansion of Alexander the Great's empire using Catan game mechanics. A second scenario pack for Settlers concerning the building of the Great Wall of China and the Trojan War was released in 2001.[20] Die Siedler von Catan: Das Buch zum Spielen was published in 2000. It contained the rules and pieces for 15 new scenarios and many variants.[21] Atlantis: Scenarios and Variants was published in 2005. Atlantis was a boxed set which collected a number of scenarios and variants published in gaming magazines and at conventions, such as The Volcano and The Great River. The set also included a deck of event cards which replaced the dice in the main game, giving it a less random spread of resource production. The event cards, which were also available as a standalone item, have since been re-released in the Traders and Barbarians expansion.[22] Kosmos, Mayfair, and 999 Games released the first stand-alone "Catan Geographies" title, Catan Germany, in 2008.[13] In 2009, Schätze, Drachen und Entdecker (Treasures, Dragons & Adventurers) was published. This was a scenario pack for fans that included six new scenarios and the pieces needed to play them. It was re-released in 2017 with artwork updated to match the 2015 fourth edition of Catan. Treasures, Dragons & Adventurers will be available in English as of July 16, 2021.[23][24] Catan: Oil Springs is an expansion by Erik Assadourian and Ty Hansen[25] introduced in 2011 designed to draw attention to environmental issues. It is offered as a free download or for purchase from the Mayfair Games website. The scenario adds oil fields that can be used to make other resources and develop metropolises, but disasters can strike if too much oil is used. Oil can also be taken out of the game, for victory points and to prevent disasters. The scenario Catan: Frenemies was released in 2012. In Frenemies, players are rewarded with redeemable "favor tokens" for "helping" their opponents by moving the robber harmlessly, giving away resources, and connecting their roads to their opponents' road networks. Depending on the circumstances, these favors might not be helpful.[26] Helpers of Catan is an expansion released in 2013. The computer opponent characters from the PC/Mac game Catan – Cities & Knights return in this scenario as "helper cards", which can be used during gameplay; for example, the helper card for Candamir allows the player who uses it to substitute any one resource when buying a development card.[27] The popularity of The Settlers of Catan led to the creation of spinoff games and products, starting in 1996 with The Settlers of Catan card game (later renamed to Catan Card Game), and the 2003 novel, Die Siedler von Catan, by German historical fiction author Rebecca Gablé, which tells the story of a group of Norse seafarers who set out in search of the mythical island of Catan. In 2002 a travel edition of Catan was published, featuring playing pieces which slot into a fixed-layout board. In 1999, Starfarers of Catan was released. It was loosely based upon the original Catan, including similar dice mechanisms for resource production as well as trading and building. However, the spin-off also introduces spaceports, spaceships, and the flight mechanism.[28][29] The "Catan Histories" subseries includes Settlers of the Stone Age, a re-release of Struggle for Rome, Settlers of America, and Rise of the Inkas. The Catan Dice Game, published by Kosmos in 2007. The game is played with six dice, the faces of which depict one of the 5 types of resources (brick, lumber, wool, grain, ore, or gold). The dice are rolled up to three times, and the score of each roll is recorded by "building" roads, settlements, cities, and knights on a score sheet that shows a miniature version of the island of Catan. In the base game, one to four players try to get the highest score. There is also a "plus" version of the game, which, like the original Catan board game, is a race to be the first player to score 10 victory points.[30] In addition to the Catan Card Game above, two additional card game spinoffs have been published. Rivals for Catan, published in 2010, is a two-player strategy game for expert players that plays like a board game, and The Struggle for Catan, published in 2011, is a two- to four-player game that plays more like a card game and is suitable for Catan novices.[31][32] Catan Junior is a 2012 spinoff for families with children. The game is based on the original Settlers of Catan with a "pirate" theme and simpler rules. Players build "pirates' lairs" in the islands and build ships to reach new building sites. Resource and development cards are replaced with tiles, trading and building are simpler, and the "Ghost Captain" does not steal resources as the robber in the base game does.[33] Star Trek Catan is a spin-off of the original series released in 2012 by Mayfair Games.[34] The game uses the basic game components with new names, but components match the original game. It incorporates the "Helpers of Catan" expansion, with the Helpers of Catan characters adapted from the original game. A special edition of the game, based on George R. R. Martin's A Song of Ice and Fire series. As Brothers of the Night Watch, players harvest resources from the Gift to build settlements and keeps, while contributing to the defense of the Wall. The game was released in 2017 in English, German, Spanish, Italian, Polish, Russian, Czech/Slovak, Japanese, Brazilian Portuguese, Hebrew and French.[35][36] Catan: Dawn of Humankind is a spin-off featuring the first humans published by Catan Studios in 2022. Players move their tribe to explore new continents and establish camps.[37] Mayfair released a series of mini-stuffed animals based on the different resources presented in the game.[38] An updated set of Catanimal Sprite plushes was introduced in early 2021[39] and are based on new illustrated characters by artist Kay O'Neill. Catan is popular in the United States, with The Washington Post calling it "the board game of our time" in 2010.[40] American video game designer Richard Dansky described Catan as "a hardcore game and a light social pastime and everything in between".[41] A 2012 American documentary film titled Going Cardboard (featuring Klaus Teuber) is about this game's impact on American gaming communities and what came of it.[citation needed] In 2020, Erica Price noted that while Catan had become "a mid to late 2010s staple in popular culture," she argued that "the one place where Catan has seen a drop in popularity over the past decade is in its first world, that of hobby board games." She attributed this decline to a "lack of innovation," as well as "a reluctance to buy into the popularity of app-supported games (though solely mobile versions of Catan exist), crowdfunding, and new mechanics."[42] 1995: Spiel des Jahres Game of the Year[43][44][42] 1995: Deutscher Spiele Preis 1st place[45] 1996: Meeples' Choice Award[46] 1996: Origins Award for Best Fantasy or Science Fiction Board Game[47] 2001: Origins Hall of Fame[48] 2004: Czech Game of the Year Award (Hra Roku)[49] 2005: Game of the Year (Gra Roku) (pl)[50] 2006: Games Magazine Hall of Fame[51] 2015: GamesCom Vegas Game of the Century Since the game's release, a number of computer games have been published based on Settlers of Catan and its spinoffs. The first sanctioned English-language release was Catan: The Computer Game, developed for the PC by Castle Hill Studios and published by Big Fish Games. The game's source needed] This off-line game was available from MSN,[53] as it was acquired by Microsoft who also released in 2005, Capcom edited the Settlers of the Stone Age, a re-release of Struggle for Rome, Settlers of America, and Rise of the Inkas. A Nintendo DS version of Settlers was developed by Exozet Games GmbH in collaboration with Klaus Teuber. The game can be played against computer opponents, and includes Nintendo WiFi online play. It was released in 2009, but only in Europe.[55] The Settlers of Catan online game was announced on 16 December 2002.[56] Catan Online World allows players to download a Java application that runs through MSN,[53] as it was acquired by Microsoft who also released with other members. The base game may be played for free, while expansions require a subscription membership.[57] Two official PC versions of Catan have been released, The First Island (the basic game only) and Cities & Knights (with Seafarers and Cities & Knights expansions). The First Island is available for the PC only in German.[58] Cities & Knights was available in both English and German.[59] Catan and some of its expansions are also available in various languages for mobile phones, iPhone, iPad, iPod Touch, BlackBerry and Android smartphones. A 2009 version was developed by Exozet Games and published by United Soft Media for iOS in 2009-2010, for Android in 2011, and for Windows Mobile in 2013. Catan was released on Xbox Live Arcade in 2007. It was pulled without notice in mid-2014.[60] There is no official word on why it was pulled or if it will return.[61] Another game called Catan was released for the PlayStation Network in 2008. This version is an original adaptation of the board game, not a port of the 2007 XBLA adaptation by Big Huge Games. GameSpot gave the PlayStation game 7 out of 10 and called it "a captivating experience".[62] It also has been discontinued.[63] Mayfair Games announced[needs update] in 2010 that a version of Catan was released to the PlayStation Facebook.[64] In 2010, Vectorform showcased a Microsoft PixelSense app for Settlers of Catan.[65] USM also developed an Android and iOS mobile app version simply called "Catan" with the various components available as DLC.[66][67] In August 2013, Catan: Creators Edition was made available for PC on Steam[68] and Mac OS X in the Mac App Store.[69] Catan: Creators Edition officially replaces the previous Catan: Cities & Knights.[70] The game features both Seafarers plus the Cities & Knights expansions and includes a level editor. In the summer of 2014, Bontom Games collaborated with Catan GmbH and Internet Explorer to develop an experimental, browser-based, web-version of Catan.[71] A balanced setup from Catan Universe – each circled number gives the relative frequency that an adjacent hex is rolled. In April 2017, Catan Universe launched. Catan GmbH collaborated with Exozet and United Soft Media to make a cross platform version of Catan. Catan Universe is available in web, Steam, Amazon, iOS and Android platforms.[72] While the Steam version has an average score, the mobile versions have a higher score of 4/5 stars.[73][74][75][76] The game gained popularity during the COVID-19 pandemic in 2019/20 with a large number of new players, which overwhelmed servers at times.[77] In December 2017, the unlicensed and unendorsed website Colonist.io was launched.[78] On June 20, 2019 a version of Catan was released for Nintendo Switch, developed for Nintendo Switch, being developed and being published by Asmodee Digital.[79] In November 2019, Niantic, Inc. announced that it was developing a new augmented reality mobile game, Catan: World Explorers. The game is to be based on the Catan board games; players will move through the real world, using their smartphones to build a Catan universe.[80] However, during September 2021 Niantic announced the augmented reality mobile game would be shut down after a year of early access without actually releasing it.[81] In November 2021, Dovetail Games and Asmodee Entertainment announced their intentions to bring a "digital tabletop" version of Catan to PlayStation 4, PlayStation 5, Xbox One and Xbox Series X/S. This project is a collaboration between Dovetail Games, Asmodee, Catan GmbH and Nomad Games. Dovetail Games are known for their simulation products, notably Train Simulator, Train Sim World and Bassmaster Fishing 2022.[82] A short film titled The Lord of Catan was released in 2014. Actors Amy Acker and Fran Kranz starred in the film as a married couple enmeshed in an increasingly intense game of Catan.[83][84] In February 2015, Variety announced that producer Gail Katz had purchased the film and TV rights to The Settlers of Catan. Katz said, "The island of Catan is a vivid, visual, exciting and timeless world with classic themes and moral challenges that resonate today. There is a tremendous opportunity to take what people love about the game and its mythology as a starting point for the narrative".[85] In October 2017, Variety reported that Sony Pictures was negotiating to acquire the rights to adapt it into a film, with Gail Katz still attached to the project.[86] Every year, thousands of Americans compete at local qualifying Catan tournaments in the United States.[87] The winners of those tournaments are then guaranteed a seat at the Catan World Championship. During the 2024 Catan US National Championship, Drew Elliott, a Catan Youtuber known as DandyDrew, won the final event in Saint Paul Minnesota on September 8th 2024. Drew will represent the US at the World Championships in 2025, to be held in Germany.[88] The first Catan World Championship was held in 2002 at the game fair "Internationalen Spieltage" in Essen, Germany. It took place there every year until 2008, when it was hosted at Gen Con Indy, in the United States. Since then, the Catan World Championship has taken place every two years, with the location alternating between the United States and Germany.[89][90] In 2018, there were participants in the World Championship from over forty countries. A maximum of two players per country are allowed to participate.[90] To be eligible to compete in the World Championship, a player must be over the age of 18, as well as a citizen or permanent resident of the country in which they are competing.[91] The World Championship is structured in three rounds: the preliminary round, the semifinals, and the finals. The preliminary round consists of three games, of which the top sixteen players advance to the semifinals. The semifinals are seeded based first on wins, then points, and then the quality of victory (percentage of total points earned per game) in the preliminary round games. The winner of each semifinal game then advances to the finals. The winner of the finals becomes the Catan World Champion.[89] The 2020 championship was postponed because of the COVID-19 pandemic; it was eventually held in Valletta, Malta, in 2022.[87] Here is a list of past winners and finalists of the Catan World Championship.[92] Catan Location Winner 2nd place 3rd place 2002 Essen, Germany Jacques Kleft Michel Hirschfeld Hans Baert 2003 Essen, Germany Jacques Kleft Michel Hirschfeld Samuel Fuentes Leo 2004 Essen, Germany Francesco Ferrari Claus Sørensen Katsumi Takahashi 2005 Essen, Germany Jiří Buchta Frans de Bode Shane Cassells 2006 Essen, Germany Markus Nuopponen Shinya Ohi Thomas Sander 2007 Essen, Germany Arnis Buka Alan Farrell Markus Nuopponen 2008 Indianapolis, USA Todd Sweet Rohan Flavelle Matt McLaughlin 2010 Leibertingen, Germany Erwin Pauëlsen Maris Logins Mauri Sahlberg 2012 Philadelphia, USA Herbert Schager Chi Wai Chan Justinas Noreika 2014 Berlin, Germany Sander Stroom Yoshitaka Matsumoto Kristofers Ritovs 2016 Durango, USA William Cavaretta Raúl Fernández Menéndez Petr Frajvald 2018 Cologne, Germany Quetzal Hernández Jiménez José Miguel Ferrato Parrado Markus Heinze 2022 Valletta, Malta Hamish Dean Eric Freeman Emanuele Scapaticci 2025 Stuttgart, Germany Kohilan Narendran Guido Grossi Raul Jimenez There are various short-form, long-form, and ongoing online Catan tournaments, including the Digital CATAN World Championship (DCWC), which debuted in autumn 2021, with a qualification round from August to October and a finals round held on 13 November.[93] List of world championships in mind sports Going Cardboard (Documentary, includes an interview with Klaus Teuber) ^ "Monopoly Killer: Perfect German Board Game Redefines Genre". 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Awards Preceded byManhattan Spiel des Jahres 1995 Succeeded byEl Grande Preceded byEl nimmt! Deutscher Spiele Preis 1995 Succeeded byEl Grande Retrieved from "2Card game Take 6! / 6 nimmt!DesignersWolfgang KramerIllustratorsFranz VohwinkelPublishersAmigo SpielePlayers2-10Setup time–5 minutesPlaying time–45 minutesAge6-8 nimmt! / Take 6! is a card game for 2-10 players designed by Wolfgang Kramer in 1994 and published by Amigo Spiele. The French version is distributed by Gigamic. This game received the Deutscher Spiele Preis award in 1994. The game has 104 cards, each bearing a number from one to seven bull's heads symbols that represent penalty points. A round of ten turns is played where all players place one card of their choice onto the table. The placed cards are arranged on four rows according to fixed rules. If placed onto a row that already has five cards then the player receives those five cards, which count as penalty points. After all the cards are played until a player reaches 66 points, whereupon the player with the least penalty points wins. A typical 6 nimmt! game The goal is to be the player with the fewest points. To do this, the players need to avoid picking up penalty cards. 6 nimmt! is played using a special card deck that has a variable number of small cattle heads on them. The cards are numbered 1 to 104, each giving 1, 2, 3, 5 or 7 points (i.e. cattle heads) to the person who picks it up. In the deck there are 1 card with 7 cattle heads—numbers 55 8 cards with 5 cattle heads—multiples of 11 (except 55): 11, 22, 33, 44, 66, 77, 88, 99 10 cards with 3 cattle heads—multiples of ten: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100 9 cards with 2 cattle heads—multiples of five (not multiples of ten (except 55): 5, 15, 25, 35, 45, 65, 75, 85, 95 76 cards with 1 cattle head—the rest of the cards from 1 through 104 Ten cards are dealt to each player. Four unrevealed cards are arranged on the table to form a vertical line. At each turn, each player chooses a card to play, and puts the card face down on the table. When all the players have selected a card, the cards are uncovered. Starting with the lowest valued card, and continuing in increasing order, each player must put their card at the end of the four rows on the table, following these rules: The card must be put on a row where the latest (end) card is lower than the card that is about to be placed. The card must be put on the row where the latest (end) card is closest in value to the card that is about to be played (if your card is 33, then place it next to the 30 not the 29, for example) If the card being placed is lower than the latest (end) card in all of the four rows, then the player must choose a row to collect. The gathered cards must be taken separated and never mixed with the hand cards. The sum of the number of cattle head on the gathered cards will be calculated at the end of the round. If the played card is lower than all the latest cards present in the four rows, the player must choose a row and gather the cards on that row (usually the row with the fewest cattle heads), leaving only the played card on the row. The cards of all the players are played following these rules, from the lowest player card to the highest one. At the end of the turn, the players each select a new card to play; this is repeated for 10 turns until all the cards in the hand are played. After the 10 turns, each player counts the cattle heads on the cards gathered from the table during the round. The score of each player is collected on the paper and a new hand is dealt. The game ends when a player collects a total of 66 or more cattle heads. The winner is the player who has collected the fewest cattle heads. This section needs additional citations for verification. Please help improve this article by adding citations to reliable sources in this section. Unsourced material may be challenged and removed.Find sources: "6 nimmt!" – news · newspapers · books · scholar · JSTOR (November 2022) (Learn how and when to remove this message) To make the game more complex, if there are fewer than 10 players, before starting, remove from the deck the cards higher than 10n + 4 (where n is the number of players). E.g. with 5 player you will remove cards from 55 to 104, excluding the cards from 55 to 104, with 7 player the cards from 74 are removed. This variation is more strategic than the basic rules since it is possible to know which cards have already changed and which ones are available to obtain. Same rules apply as in previous variant, but before play starts, all cards are placed facing upwards on the table. Starting from a randomly selected player and continuing clockwise each player chooses a card. This continues until each player holds 10 cards. The remaining 4 cards are arranged on the table to form a vertical line. The other rules are unchanged. In this variation, the card currently being played can also go to the left of an existing row of cards, following the same concepts: it has to be lower than the leftmost card in that row and it has to be the closest in value to that card (example, place the 10 to the left of 11 instead of 15). It is not allowed to place a card in between two existing cards of a row. If a card could be placed both at the start of one row or at the end of another row, the closest card (in number) determines where it will go. If both cards have the same value, the player is free to choose. The fifth card played on a row either to the left of or to the right of it also goes to the player who places it. Since then 6 nimmt! has spawned several variations: In 1996, the original game was awarded "Deutscher Spielepreis" for best family game. The base game has a few variations, published under the name of this one, 6 nimmt! Junior. 6 nimmt! is implemented online at BrettspielWelt and makes the game more unpredictable. This version is for children who understand bigger/smaller numbers or to teach them the concept. It teaches kids to count and learn about bigger/smaller numbers. A variation is implemented online at BrettspielWelt. In January 2025, the 6 Nimmt! World Championship was held in Munich, Germany, featuring top players from over 20 countries. The title was won by Ron Stoner of the United States, who became known for his strategic gameplay and precise decision-making. Wolfgang Kramer has received various design achievements for U.S. players in the game's competitive scene. [2] Upon its release, the game received the Deutscher Spiele Preis award in 1994.[3] It was also recommended for the 1994 Spiel des Jahres.[4] Stewart Woods, writing in Eurogames: The Design, Culture and Play of Modern European Board Games, commented on the game's theme, describing it as lacking except for the packaging and cards.[5] Similarly, Mikko Saari from Lautapelioppas critiqued the theme while complimenting its accessibility and addictiveness.[6] ^ Schallert, Ralf. "6 nimmt! Junior". spieletest.at (in German). Retrieved 2022-11-10. ^ "Breaking News: Stoner Claims Victory for US in the 6 Nimmt! World Championships". 6Nimmt.com. January 31, 2025. Retrieved 2022-11-10. ^ "Spiel des Jahres. Retrieved (2012-08-16). Eurogames: The Design, Culture and Play of Modern European Board Games. McFarland. ISBN 978-0-7864-6797-6. ^ "6 nimmt! | korttipelin arvostelu". Lautapelioppas (in Finnish). 2008-12-27. Retrieved 2022-11-10. Official page from Amigo 6 nimmt! on BoardGameGeek Online version of the game Playable in command line with Python 6Nimmt! Retrieved from " 3 The following pages link to 6 nimmt! External tools (link count transclusion count sorted list) Showing 50 items. View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Tigris and Euphrates (links | edit) Puerto Rico (board game) (links | edit) Carcassonne (board game) (links | edit) El Grande (links | edit) The Pillars of the Earth (links | edit) Amigo Spiele (links | edit) Löwenherz (links | edit) Tikal (board game) (links | edit) Games 100 (links | edit) Labyrinth (board game) (links | edit) Hoity Toity (links | edit) Caylus (game) (links | edit) Amun-Re (board game) (links | edit) Saint Petersburg (board game) (links | edit) List of Mensa Select recipients (links | edit) BrettspielWelt (links | edit) Agricola (board game) (links | edit) Dominion (card game) (links | edit) Take 6! (redirect page) (links | edit) Fresco (board game) (links | edit) Louis XIV (board game) (links | edit) 7 Wonders (board game) (links | edit) List of Game of the Year awards (board games) (links | edit) Village (board game) (links | edit) Terra Mystica (links | edit) Russian Railroads (links | edit) Azul (board game) (links | edit) Terraforming Mars (board game) (links | edit) After School Dice Club (links | edit) Mombasa (board game) (links | edit) The Voyages of Marco Polo (links | edit) The Crew (card game) (links | edit) Lost Ruins of Arnak (links | edit) Great Western Trail (board game) (links | edit) Ark Nova (links | edit) 6 nimmt (redirect page) (links | edit) Talk:6 nimmt (links | edit) Wikipedia:Articles for creation/Redirects/2024-09 (links | edit) Hornochsen! (links | edit) Talk:6 nimmt! (transclusion) (links | edit) User:Jacob Newton/sandbox (links | edit) User:SDZeroBot/NPP sorting/Culture/Internet culture (links | edit) User:SDZeroBot/NPP sorting/Culture/Media/Video games (links | edit) User talk:81.140.22.239 (links | edit) Wikipedia:WikiProject Board and table games/Article alerts (links | edit) View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Retrieved from "WikimediaGeographic locations 25 Resource Cards 25 Development Cards (14 Knight/Soldier Cards 6 Progress Cards, 5 Victory Point Cards) 4 Building Costs Cards 2 Special Cards: Longest Road & Largest Army 16 cities (4 of each color shaped like churches) 20 settlements 60 roads (15 of each color shaped like bars) 2 dice (1 yellow, 1 red) 1 robber 1 Game Rules & Almanac booklet You play the game on a variable gameboard. For your first game, we suggest that you use the following map, which is balanced for all players: (Note: Before your first game you must remove the die-cut components from the cardboard holders by carefully punching out and separate the pieces). Assemble the frame as shown. Create Catan by placing the 19 terrain hexes on the table-again as shown. Place the circular number tokens on top of the designated terrain hexes. Finally, place your settlements and roads. Read also the beginner's guide. Setup Select a color and take your 5 settlements, 4 cities and 15 roads (no more and no less!). Place your 2 roads and your 2 settlements on the game board. Place your remaining settlements, roads, and cities down in front of you. Note: Remove the red pieces from the game if you are playing a 3-player game). Take your color's Building Costs Card Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. 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