



# CATAN

## Game Rules

### Introducing SPOT IT!® CATAN

SPOT IT!® CATAN features 76 cards and 73 symbols, with 9 symbols per card. There is always one and only one matching pair of symbols between any two cards. See for yourself! Playing individually or in teams, enjoy 5 games and try to score 10 points before your opponents!

### Components

- 19 sand-colored Island cards
- 48 Team cards (16 blue, 16 orange and 16 red)
- 6 Port cards
- 3 Score cards (1 blue, 1 orange and 1 red)

### Before you begin...

Practice spotting the matching symbol on two cards (the symbols will be the same shape and color, but may be different sizes): draw two cards at random and lay them in the middle of the table. Whoever spots the paired symbol first calls out its name! Repeat the process with new cards until everyone has understood that there is always one and only one symbol duplicated between any two cards. It's as simple as that. You're ready to play!

### Object of the game

Outplay your opponents on games to score points.  
Simply spot and name the matching symbol on your own card and the card you are examining. Play as fast as you can for a better chance of winning!

### Gameplay

Form 2 or 3 teams of 1 or 2 players. Teams should preferably have the same number of players.

#### 2 teams



Adjustments for 5 players on page 10.

#### 3 teams



Each team picks a color and takes:

- The 16 Team cards of that color:
- The corresponding Score card. Orient it with the 0 pointing to the center of the table.



Before you begin, pick a game mode.

We recommend Beginner mode for your first few games, while you familiarize yourselves with the various games. When you're comfortable with all the rules, move on to Adventure mode.

**In Beginner mode**, you choose a single game and play it repeatedly.  
**In Adventure mode**, you play all 5 games one after the other from 1 to 5.

**The game ends when a team reaches 10 points or more.** The team with the most points wins the game! In the event of a tie, share the win.

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### Hand management

Before starting a game, shuffle all your Team cards.

For games that require all the Team cards, always hold your deck face-down in your hand, and never flip more than one card at a time. You must play each card revealed in this way before moving on to the next. No skipping! For a two-player team, each player takes 8 cards to form their own deck.



**When one player in a team of two has finished their deck, they may help their team-mate by pointing out solutions (but without touching their cards).**

### Games

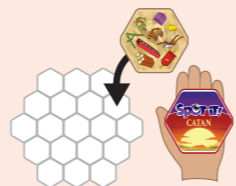
#### Game 1: Welcome to Catan

##### Object of the game

Have the most cards of your color visible on the island.

##### Setup

Randomly place the Island cards face-up to form the island of Catan, as in the example opposite. Each team takes all their Team cards in hand.



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### Rules

Everyone plays at the same time.

Flip the top card in your deck. As soon as you spot the common symbol between your card and any card on the island (regardless of its color or ownership), name it and cover it with your own card. Continue until one of the teams has played all their cards, immediately ending the game.

### Scoring

The first team to play all their cards scores **1 point**.

Count the visible cards for each team. Whichever team has the most scores **2 points**. In the event of a tie, each tied team scores the 2 points.

### Example



Blue played all their cards first, ending the game. They score 1 point.  
Orange has more cards visible than the others. They therefore score 2 points.

### Game 2: Ports

##### Object of the game

Have the most ports adjacent to cards of your color.

##### Setup

Randomly place the Island and Port cards face-up to form the island of Catan, as in the example opposite. Each team takes all their Team cards in hand.



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### Rules

Everyone plays at the same time.

Flip the top card in your deck. As soon as you spot the common symbol between your card and any card (of any color or ownership) **in the center of the island** (see diagram opposite), call its name and cover it with your own card.

As soon as you have placed one card in the center of the island, play either **adjacent** to it or over it (playing cards elsewhere is not allowed). These placement rules apply for all your cards for the remainder of the game. If all of your cards were covered by the other teams cards, then your next card can only be played in the center of the island. The aim is to reach ports, without covering them. Continue until one of the teams has played all their cards, immediately ending the game.



### Scoring

The first team to play all their cards scores **1 point**.

Count the number of **different** ports adjacent to one or two of your visible cards. The team with the most adjoining ports scores **2 points**. In the event of a tie, each tied team scores the 2 points.

### Example



Red played all their cards first, ending the game. They score 1 point.  
Blue is adjacent to more ports than the other teams. They therefore score 2 points.

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### Game 3: Longest Route

##### Object of the game

Build the longest route.

##### Setup

Randomly place the Island cards face-up to form the island of Catan, as in the example opposite. Take 6 of your own team's cards and share them evenly among the other teams. Take the cards received in return and shuffle them with your own cards to form your deck, which now includes some of your opponents' cards!

**Example:** with 2 teams, the **Orange** player's starting deck consists of X 10 and X 6, and the **Blue** player's consists of X 10 and X 6.



### Rules

Everyone plays at the same time.

Flip the top card in your deck. As soon as you spot the common symbol between your card and any card on the island (regardless of its color or ownership), call its name and cover it with your own card. Continue until one of the teams has played all their cards, immediately ending the game.

**Be careful where you play cards with your opponents' colors!**

### Scoring

The first team to play all their cards scores **1 point**.

For each team, count the largest group of **adjacent** cards visible on the island: it is their

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longest route. Whichever team has the longest route scores **2 points**. In the event of a tie, each tied team scores the 2 points.

### Example



Orange played all their cards first, ending the game. They score 1 point.  
Orange formed a longer route than the other teams. They therefore score 2 points.

### Game 4: Barbarians

##### Object of the game

Collect the most Island cards.

##### Setup

Randomly place the Island cards face-up to form the island of Catan, as in the example opposite. Throughout this game, each team uses **only one card in its color**, placing it face-down on the table.



### Rules

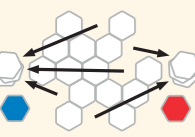
Everyone plays at the same time.

Flip your single Team card. As soon as you spot the common symbol between your card and any card in the island, name the symbol then **take** the card and set it aside (without covering your own card!). Continue until all the Island cards have been collected, immediately ending the game.

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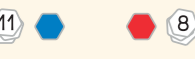
**Scoring**  
Count the number of cards collected by each team. Whichever team has the most scores **2 points**. In the event of a tie, each tied team scores the 2 points.

**Example 1**



During the game the players take cards from the island.

**Example 2**



By the end of the game, **Blue** collected 11 cards and **Red** 8. **Blue** scores 2 points.

**Game 5: Knights**

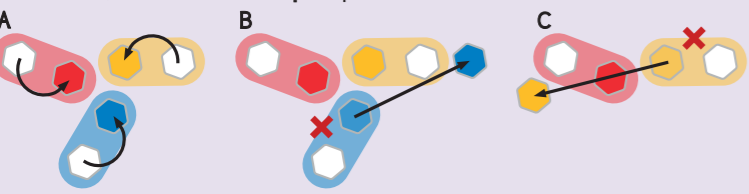
**Object of the game**  
Collect as many of your opponents' cards as possible.

**Setup**  
Each team stacks all their cards and places them in front of them, face-down.

**Rules**  
Everyone plays at the same time.

Teams simultaneously flip their first card and place it in the middle of the table (**A**). As soon as you spot the common symbol between your card and any card belonging to another team, name the symbol then **collect** the card and place it in front of you (**B**).

Collecting another team's card eliminates that team for the round (**X**). Teams are eliminated one by one until only one remains in play. This means that when playing with 3 teams, the round continues until a second team (**C**) is eliminated. At the end of the round, each team scores **1 point** per card collected.




Repeat this game until a team reaches or exceeds 10 points.

**Keeping score**

Rotate your Score card one position per point scored. On reaching 6 points, flip the card over to continue scoring.



**Rules for 5 players**



Make the following adjustments for a five-player game:

**Game 1: Welcome to Catan**  
**Setup:** The Solo player takes only 8 cards in hand.  
**Scoring:** For scoring purposes, each visible card played by the solo player **counts double**.

**Game 2: Ports**  
**Setup:** The Solo player takes only 8 cards in hand.  
**Scoring:** For scoring purposes, each Port of the solo player **counts double**.

**Game 3: Longest route**  
**Setup:** The Solo player takes only 8 cards in hand. They give only one of their cards to each opposing team, and receive only one

card in return, which they shuffle into their deck in the usual way.  
Note: The other teams exchange only 3 cards with each other.  
**Scoring:** For scoring purposes, **double** the number of cards in the solo player's largest group.

**Game 4: Barbarians**  
**Scoring:** For scoring purposes, **double** the number of cards collected by the solo player.

**Game 5: Knights**  
No adjustments are needed.

**List of symbols**

 Wool resource	 Sea tile	 City pawn	 Sun
 Wood resource	 Gold tile	 Robber pawn	 Sunset
 Brick resource	 Mountain tile	 Knight pawn	 Cloth
 Grain resource	 Fields tile	 Barbarian pawn	 Paper
 Ore resource	 Pasture tile	 Scale	 Coin
 Gold resource	 Road pawn	 Merchant pawn	 Tower
 Forest tile	 Ship pawn	 Fish pawn	 Hands
 Hills tile	 Settlement pawn	 Spice bag pawn	 Compass
 Kettle	 Basket	 Campfire	 Carriage
 Lantern	 Fishing net	 Ink	 Flask
 Pier	 Lighthouse	 Seal	

Made in  
Production code  
MM/YYYY

**Credits**

A game by Denis Blanchot, Jacques Cottureau, and Play Factory, with help from the Play Factory team, including: Jean-François Andreani, Toussaint Benedetti, Guillaume Gille-Naves and Igor Polouchine.

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**About CATAN**

Created by Klaus Teuber and originally released in Germany in 1995, CATAN is a contemporary classic and today available in more than 40 languages. It has sold more than 45 million units worldwide and it's universe of games consists of numerous expansions, extensions, scenarios, standalone games and digital adaptations. Further Information about CATAN can be found on [www.catan.com](http://www.catan.com)

A small bit of history of the creation of Spot It!: Spot It! is over 50 symbols, 55 cards, 8 symbols per card, and there is always one and only one matching symbol between any two cards. But how does it work? Spot It! is based on a principle of interaction according to which two lines always have a single point in common. In 1976, Mister Jacques Cottureau had the idea of creating a generalization of a famous “fun mathematic” puzzle, named Kirkman’s Schoolgirl Problem, or the Ladies’ Problem, which is the following: “15 young ladies from a boarding school go out each day for a walk in rows of three. How can we proceed so that each of them only ends up in the company of each of the others once?”. With the help of techniques developed from theories of error correcting codes, he built a few structures which generalized the problem. These structures are well-known by mathematicians under the name of “incomplete balanced blocks.” Based on the special properties of these structures (the principles of intersection and of optimization), Mister Jacques Cottureau successively

created two games by “dressing them up” in an unconventional way. The first of these games, a “strange retriever” was published in the “Le Petit Archimède” and “Pour la Science” magazines (The Young Archimedes, and For Science, respectively). Mister Jacques Cottureau then created a second game based on a projected plan with a base of 5 in which the lines were replaced with cards, the points with images of insects, and he called it “game of insects,” the goal being to find the image of the insect in common between two cards. The ancestor of Spot It! was born! In the Spring of 2008, Denis Blanchot discovered a few cards from the “game of insects”, created decades earlier. He is struck by the genius behind the intersection mechanic and works with Jacques Cottureau to turn it into a “real” game. For Denis Blanchot, the “good points” style patterns must be rethought as they are too complex and prevent a reflex-style party game. The icons must allow for quick identification, and must be more playful and easily understood. Fluidity is required. At the same time, the cards are too few (31) and contain too few figures

(6); the game moves on to 57 cards containing 8 figures to finally get the real feeling of play, meaning a projected number of combinations in the seven digits. The rules of the game must still be written ... In short, there’s an entire extra layer of creation yet to be done. Many prototypes and playtests, notably with children, are done by Denis Blanchot, who also, on his own, takes the additional step of getting in touch with publishers. The Play Factory team would finally end up working with Denis Blanchot to publish the final form of the game. In early Fall 2009, Spot It!, as it is known today, is launched!

