



CATAN

Game Rules

Introducing DOBBLE® CATAN

DOBBLE® 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 mini-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 mini-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!

1

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 mini-games. When you're comfortable with all the rules, move on to Adventure mode.

In **Beginner mode**, you choose a single mini-game and play it repeatedly.
In **Adventure mode**, you play all 5 mini-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.

2

Hand management

Before starting a mini-game, shuffle all your Team cards.

For mini-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).

Mini-games

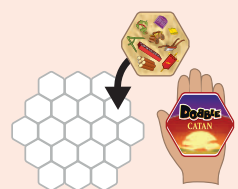
Mini-game 1: Welcome to Catan

Object of the mini-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.

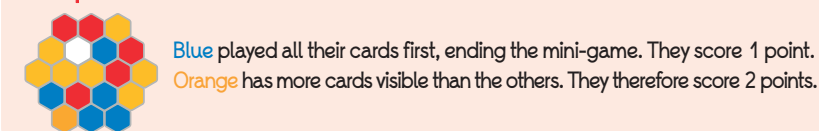
Flip the top card in your deck. As soon as you spot the common symbol between your card and any card on the island (regardless of its color or ownership), name it and cover it with your own card. Continue until one of the teams has played all their cards, immediately ending the mini-game.

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



Mini-game 2: Ports

Object of the mini-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 mini-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 mini-game.

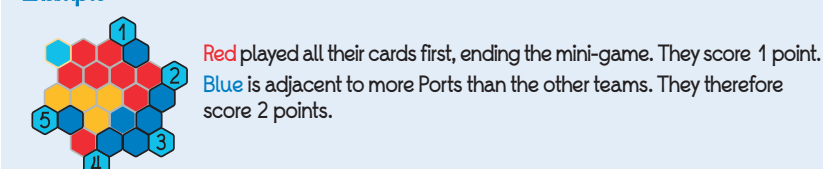


Scoring

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



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Mini-game 3: Longest Route

Object of the mini-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 mini-game.

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

Scoring

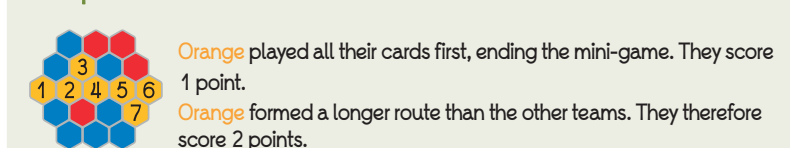
The first team to play all their cards scores **1 point**.

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



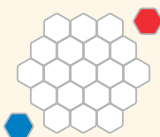
Mini-game 4: Barbarians

Object of the mini-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 mini-game, each team uses **only one card in its color**, placing it face-down on the table.



Rules

Everyone plays at the same time.

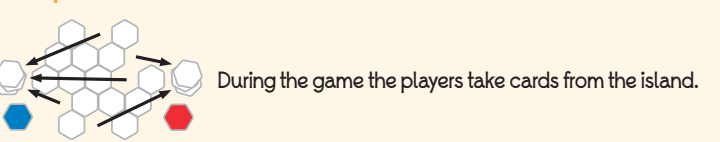
Flip your single Team card. As soon as you spot the common symbol between your card and any card in the island, name the symbol then **take** the card and set it aside (without covering your own card!). Continue until all the Island cards have been collected, immediately ending the mini-game.

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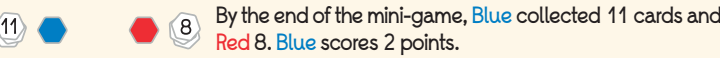
Scoring

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



Example 2



Mini-game 5: Knights

Object of the mini-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.

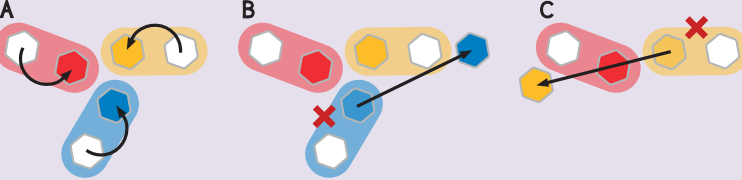
Rules

Everyone plays at the same time.

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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 mini-game until a team reaches or exceeds 10 points.

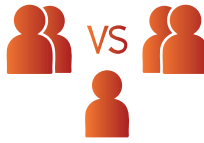
Keeping score

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



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Rules for 5 players



Make the following adjustments for a five-player game:

Mini-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**.

Mini-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**.

Mini-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.

Mini-game 4: Barbarians

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

Mini-game 5: Knights

No adjustments are needed.

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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	

Credits

A game by Denis Blanchot, Jacques Cottereau, 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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Sword	Ox	Rope
Dice	Glass/Window	Lorry
Anchor	Harp	Mathematical compass
Parrot	Quill	Spyglass
Goat	Pitchfork	Drinking horn
Barrel	Spade	Castle
Sabre	Shield	Book
Horse	Saw	Plow
Pick	Tent	Scythe
Seagull	Flag banner	Glove

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



A small bit of history of the creation of Dobble: DOBBLE 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? DOBBLE is based on a principle of interaction according to which two lines always have a single point in common. In 1976, Mister Jacques Cottereau 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 Cottereau 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 Cottereau 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 DOBBLE 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 Cottereau 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, DOBBLE, as it is known today, is launched!