

CATAN[®]

ALT RULES

Unofficial Two-Player Rules Using the Standard Game

These unofficial 2-Player rules allow the players to play the standard Catan game by introducing a third 'dummy' player.

Dummy Player Concept

The dummy is a third player and introduces some of the issues and challenges that you would get with a 'real' third player. However, the dummy does not place pieces on the board and so cannot win the game. Instead the dummy introduces variability and additional trading options for the two players.



GAME RULES

Set-up & Start of Game

- Decide where the 'imaginary dummy' will sit and deal the dummy 2 resource cards for each type of resource – these are always face-up, so that the players can see them: throughout the entire game the dummy's cards can be seen by the players.
- The players take the first two turns and so the dummy always goes last.
- The game follows the normal rules and sequence, except that during the dummy's turn the following rules apply.

Dummy's Turn

1 Roll for Resource Production

One player will roll two dice *on behalf of the dummy* and players will gain resource cards as normal. The dummy does not have pieces (settlements, roads, etc) and so **never gains resource cards this way.**

1 ...Dummy Rolls a 7 – the Robber!

A) Return Cards to Bank

As normal, players who have more than 7 resource cards must give half to the bank – **except the dummy.**

The dummy never gives up cards, even if a player rolls a 7 during the player's turn.

B) Move the Robber to a Hex

The dummy must move the robber to a hex according to these rules (in order):

1. **The hex with most Cities**
if several hexes have the same number of Cities then for these hexes:
2. **The hex with most Settlements**
if several hexes have the same number of Cities & Settlement then for these hexes:
3. **The hex with most Dots on the Number Token**
if several hexes have the same number of Cities, Settlement & Dots then for these hexes:
4. **For each of these hexes roll a dice - the hex with the highest roll gets the robber**
(re-roll if a draw)

C) Steal a Resource

As normal, the Robber steals 1 random resource card from an opponent who has a Settlement or City adjacent to the target hex - the dummy gains this card (face-up).

If both players have adjacent Settlements or Cities to the robber's hex then follow these rules to determine which player loses the 1 random resource card:

1. **The player with most adjacent Cities**
if the players have the same number of Cities then:
2. **The player with most adjacent Settlements**
if the players have the same number of Cities & Settlements then:
3. **Each player rolls a dice – the one with the lowest score loses a random card to the dummy (re-roll if a draw). If the player has no cards, then the dummy will take a card from the other player (if the player has one).**

RULES

2 Trade

Players can only trade resource cards with the dummy during the dummy's turn. During this turn only 1 player can successfully trade with the dummy according to the following rules (in order) and **only 1 card can ever be received from the dummy during the turn.**

1. **If only 1 player wishes to trade**, then the player can trade 1 or more cards with the dummy in return for 1 of the dummy's cards (which are always face-up).
Remember - only 1 card can ever be received from the dummy.
2. **If both players wish to trade**, then they must 'bid' to declare how many and which type of resource cards they wish to trade e.g. "I bid 2 cards: 1 grain and 1 lumber for the dummy's ore":
 - a. If one player bids more cards than the other player, then the player wins the bid and must exchange the number and type of cards bid with the dummy.
Remember - only 1 card can ever be received from the dummy.
 - b. If both players bid the same number of cards, then **each player rolls a dice – the one with the highest score wins the bid (re-roll if a draw)**.
The winner must exchange the number and type of cards bid with the dummy.
Remember - only 1 card can ever be received from the dummy.

3 Play a Development Card or Gain a Special Card

The dummy is *considered* to hold several development cards (even though the dummy doesn't actually have the physical cards) and is *considered* to have pieces on the board (even though the dummy doesn't!)

Roll 1 dice to determine *whether* the dummy plays or gains a single card:

1st Dice Roll: will the Dummy Play/Gain a Card?

1-5: the dummy does not play a card – end of dummy's turn

6: the dummy plays or gains a card! Roll 1 dice to determine *which* card:

2nd Dice Roll: which Card will be Played?

1-3: Play Knight Card

The dummy moves the Robber and steals a resource (see earlier rules for Robber)

4: Gain Longest Road Card

If a player has the longest road card the dummy takes the card and is considered to have a road that is 1 segment longer than the player's road. To win it back the players need to get 1 more segment. (Keep a note of how many segments the dummy's road is considered to be).

If no player has this card then the dummy does not/cannot take the card.

If the dummy already has the card then there is no action – the length of the dummy's road does not increase.

5: Gain Largest Army Card

If a player has the largest army card the dummy takes the card and is considered to have 1 more knight than the player. To win it back the players need to get 1 more. (Keep a note of how many knights the dummy is considered to have).

If no player has this card then the dummy does not/cannot take the card.

If the dummy already has the card then there is no action – the size of the dummy's army does not increase.

6: Play Monopoly Card

The players must give the dummy all their resources of that type!

Roll 1 dice: 1 - Brick; 2 - Grain; 3 - Lumber; 4 - Ore; 5 - Wood; 6 - Re-roll

GAME OVERVIEW

Dummy's Turn Overview

1 Roll for Resource Production

The dummy rolls roll two dice as normal – **but doesn't gain resource cards.**

1 Dummy Rolls a 7 – the Robber!

A) Return Cards to Bank

As normal, the players (but not the dummy) with more than 7 cards must give half to the bank

B) Move the Robber to a Hex

The dummy must move the robber to:

1. The hex with most Cities, or
2. The hex with most Settlements, or
3. The hex with most Dots on the Number Token, or
4. For each of these hexes roll a dice - the hex with the highest roll gets the robber

C) Steal a Resource

As normal, the Robber steals 1 random card from an opponent adjacent to the hex.

If both players have adjacent Settlements or Cities to the robber's hex then determine who loses the card:

1. The player with most adjacent Cities, or
2. The player with most adjacent Settlements, or
3. Each player rolls a dice – the player with the lowest score loses the card (re-roll if a draw).

2 Trade

- 1) If only 1 player wishes to trade, then the player can trade with the dummy in return for 1 card
- 2) If both players wish to trade, then they must 'bid':
 - a. If one player bids more cards than the other player, then the player wins the bid and must then trade with the dummy
 - b. If both players bid the same number of cards, then each player rolls a dice – the one with the highest score wins the bid (re-roll if a draw) and must then trade with the dummy

3 Play a Development Card or Gain a Special Card

1st Dice Roll: 6 - the dummy plays or gains a card!

2nd Dice Roll: which Card will be Played?

1-3: Play Knight Card - the dummy moves the Robber and steals a resource

4: Gain Longest Road Card - dummy takes the card & road is considered 1 segment longer than player's

5: Gain Largest Army Card - dummy takes the card & is considered to have 1 more knight than the player

6: Play Monopoly Card - the players must give the dummy all their resources of that type!

Roll 1 dice: 1 - Brick; 2 - Grain; 3 - Lumber; 4 - Ore; 5 - Wood; 6 - Re-roll