

THE SETTLERS OF CATAN TOURNAMENT RULES

Thursday October 27th, 2016
Hosted by Mischief Toy Store



SCHEDULE OF PLAY

5:30pm Welcome & Rules Run-Through
6:00pm Game 1 Begins
6:50pm Game 1 Ends
7:00pm Game 2 Begins
7:50pm Game 2 Ends
8:00pm Final Game Begins

OVERVIEW

There will be 3 games to determine the winner using the original The Settlers of Catan version & rules. Each game will have 3-4 players.

Each game can either end by a player reaching 10 points or when 50 minutes is up. Once the timer of 50 minutes runs, out the player whose turn it is will finish his turn and then the game will be over.

Players turns will be limited to 1 minute. When one minute is over play passes to the left. If this rule is being abused, please notify the coordinator.

Once your game is done, please wait for the coordinator to come and record your score.

After the final game, scores from each game will be added up. The winner will be the player with the highest score. Any ties will be broken by sum of percentage of points for games that player played in (see example).

EXAMPLE FOR CALCULATING POINT PERCENTAGE

For player A...

Game 1, A gets 10 VPs, there were 32 VPs at the table, so his percentage is: **31.25%**.

Game 2, A gets 8 VPs, there were 30 VPs at the table, so his percentage is: **26.67%**.

Game 3, A gets 10 VPs, there were 36 VPs at the table, so his percentage is: **27.78%**.

So the sum is: **85.70**.

For player B...

Game 1, B gets 10 VPs, there were 30 VPs at the table, so his percentage is: **33.33%**.

Game 2, B gets 10 VPs, there were 33 VPs at the table, so his percentage is: **30.3%**.

Game 3, B gets 8 VPs, there were 36 VPs at the table, so his percentage is: **22.22%**.

So the sum is: **85.85**.

So player B is ranked higher then player A

CLARIFICATION OF RULES

All game boards will be arranged randomly, including dessert tiles.

“Each player receives their starting resource immediately after building their second settlement; for each terrain hex adjacent to their second settlement.”

“If the bank does not have enough cards of a particular resource to pay every player the full number of cards each has earned for that round, nobody picks up any cards of that resource for that particular dice roll.”

“You must keep victory point card 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 ends of game when someone else wins. You may play any number of Victory Point Cards during your turn, even during the turn you purchase them.”

“You can break an opponent’s road by building a settlement on an open intersection along his road.” This can take away an opponents “Longest Road” card by splitting their road in half with this rule.

There is no distinction between the trade and building phase.

A player’s turn begins with rolling the dice. Players are allowed to play a development card (for example, a Soldier card) before they roll the dice.

Players are allowed to upgrade a settlement to a city in the same turn it was built. To do that, the player cannot have five settlements on the board before building the settlement the player wants to upgrade.

A harbor may be used the same turn that a player builds on it.

Rolls of the dice must end with each die flat on either the table or a board hex. If any die finishes “cocked”, or falls off the table, both dice must be re-rolled.

Actions that are allowed:

- Interjecting during another player’s turn to offer someone a better trade if he waits until your turn.
- Lying when asked whether or not you have a resource to trade.
- Pointing out ¹how close a player is to winning.
- Denying that your face-down development card is a victory point, when in fact it is.
- Suggesting a course of action to another player that will frustrate a third party.
- As a decoy, asking for a rules clarification in relation to an action you have no intention of taking.

Actions that are NOT allowed:

- Falsely claiming to have only seven resource cards when a seven has been rolled.
- Denying having a resource when a monopoly is called.
- Claiming to have received the correct resource cards from the bank when actually given too many.
- Intentionally misleading another player as to the rules on road placement.