

# PLAYIRO

## Catan Rules

Catan is a strategic board game of resource management, trading, and expansion. Players build settlements, cities, and roads to reach 10 victory points first.

### Game Overview

Players	3–4 (5–6 with Extension)
Objective	First to 10 victory points
Turn Order	Roll → Trade → Build
Key Elements	Resource production, trading, development cards
Special Mechanic	Robber activates on roll of 7

### Building Costs

Road	1 Wood + 1 Brick
Settlement	1 Wood + 1 Brick + 1 Wheat + 1 Sheep
City	2 Wheat + 3 Ore
Development Card	1 Wheat + 1 Sheep + 1 Ore

### Victory Points

- Settlement – 1 point
- City – 2 points
- Longest Road (5+) – 2 points
- Largest Army (3+ Knights) – 2 points
- Victory Point Development Cards – 1 point each

### Strategy Tips

- Prioritize high-frequency numbers (6 and 8)
- Secure access to all five resources
- Trade carefully without empowering opponents
- Use roads strategically to block expansion