

## Solitaire (Settlers of) Catan

### I. To win

Earn 10 Victory Points before 5 tiles are destroyed by the robber.

### II. Rules Changes

Set up for a single player: place 2 settlements, each attached to a road, and receive resources from both settlements.

Roll the dice for your “turn” and collect resources if the dice result matches a tile you are on. If you roll doubles, collect 1 resource card of your choice. If you do not collect resources or roll 7 for the robber (see below), just roll again for your next “turn.”

Monopoly development card: Choose a resource and roll 1 die – you get half the die result (round down) number of resource cards of that type.

### III. Robber

When a 7 is rolled and the robber is activated. A knight/soldier card can be discarded immediately to cancel the robber result.

1. Lose half your resources cards (round down) if you have more than 5 cards in your hand.
2. Lose 1 development card of your choice that has been collected but not used, if possible.
3. Roll again and move the robber to a tile with the number that is showing if possible – if there are several tiles to choose from, move to the tile that makes the game most difficult for you.
  - a) If the new roll is a 7 or there is no tile with that number showing, the robber is moved to or stays in the desert.
  - b) When the robber moves off a tile (except the desert), roll a die. On a 1, 2, 3, or 4, flip that tile over and remove its number marker. That tile is destroyed. On a 5 or 6, the tile is not flipped/destroyed. The robber is still moved.
  - c) The robber cannot be moved to a destroyed tile, and the tile no longer produces resources.
  - d) Sea and harbor tiles are never considered destroyed.
  - e) The desert can never be destroyed.

### Special rules options

#### Volcano

Whenever any mountain hex generates resources, roll 1 die. On a result of 1, volcanoes erupt. All roads and settlements on a mountain hex are removed, and all cities become settlements. Ore then can be collected as a resource.

#### Gold

Whenever any hill hex generates resources, roll 1 die. On a result of 6, gold is found in the hills. The player taking a turn gains 1 Victory Point in addition to any resources they might normally gain.

#### Technological Advancement

Whenever a player rolls doubles on the dice, a scientific breakthrough happens. That player gains 1 resource of their choice.