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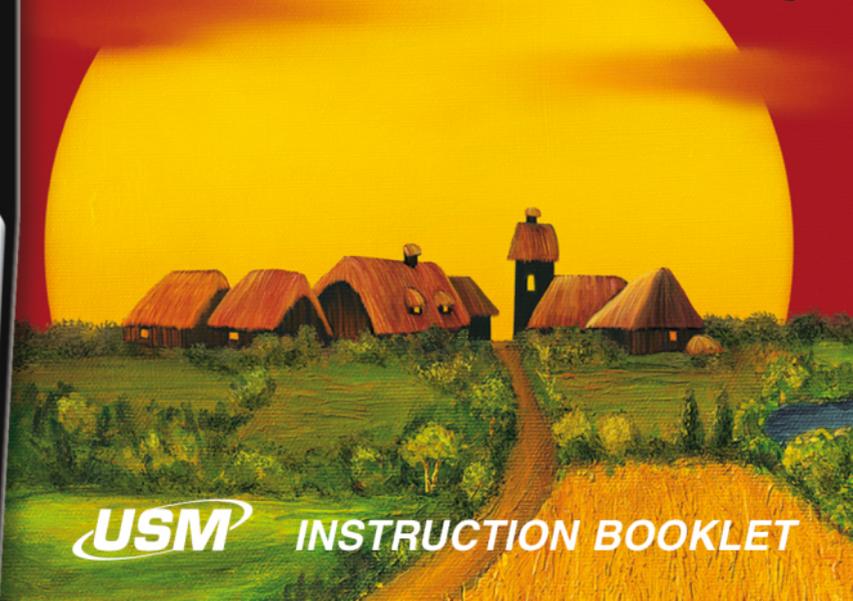
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NINTENDO DS™

# CATAN



INSTRUCTION BOOKLET

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO PRODUCT.



This Game Card will work only with the Nintendo DS™ systems.



#### WIRELESS DS MULTI-CARD PLAY

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.

**IMPORTANT:** Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS system, Game Card, Game Pak or accessory. The Booklet contains important health and safety information. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this Booklet for future reference.

**IMPORTANT:** The use of an unlawful device with your Nintendo DS system may render this game unplayable.

LICENSED BY



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## Getting Started

Make sure your Nintendo DS system is turned off. Insert the CATAN Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

Turn the power on. The **Health and Safety Screen** shown to the right will appear. Once you have read it, touch the Touch Screen.

When using a Nintendo DSi system, simply touch the CATAN icon to start the game.

When using a Nintendo DS/DS Lite system, touch the CATAN Panel to start the game.

If the Nintendo DS/DS Lite system's **Start-up Mode** is set to AUTO MODE, this step will not be necessary. For details, refer to the Instruction Booklet for your Nintendo DS/DS Lite system.

**NOTE:** "Nintendo DS system" is a catch-all term which is used to refer to the original Nintendo DS, the Nintendo DS Lite and Nintendo DSi systems.

#### WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT [www.nintendo.com/healthsafety/](http://www.nintendo.com/healthsafety/)

Touch the Touch Screen to continue.



## DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

### The Things You'll Need

Nintendo DS system	One for each player
CATAN Game Card	One for each player

### Connection Procedures

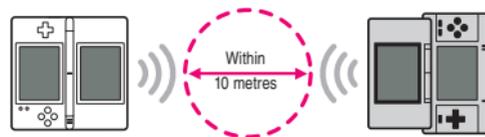
1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. The **Menu Screen** of the Nintendo DS system will be displayed.  
*NOTE: In case you are using a Nintendo DS/DS Lite system which is set to AUTO MODE, skip the next step and go on with step 4.*
3. Touch the Catan Panel or icon.
4. Now, follow the instructions on page 25.

### Guidelines for Communications

**For best results when using DS Wireless Communications, follow these guidelines.**

The  icon is an indicator of DS Wireless Communications. It appears on the **Menu Screen** of the Nintendo DS system or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate DS Wireless Communications. **DO NOT** use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). When using a Nintendo DSi system in a hospital or on board an aeroplane, please ensure that DS Wireless Communications in the System Settings has been disabled. For further information regarding the usage of the Wireless Communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during DS Wireless Communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother DS Wireless Communications play. When DS Wireless Communications are in progress, the power indicator LED of your Nintendo DS/DS Lite system or the wireless indicator LED of your Nintendo DSi system will blink rapidly.



**For best results, follow these guidelines:**

- Begin with the distance between systems at about 10 metres (approx. 33 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Ensure that the maximum distance between systems at about 20 metres (approx. 66 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.
- In order to use DS Wireless Communications with Nintendo DSi, DS Wireless Communications must be enabled in the System Settings.

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## Introduction

This version contains both the basic Catan game and the »Seafarers« expansion. The additional rules are explained under »Seafarers Rules.«

On starting the game, you can choose between the »Campaign« and »Free-Play Game« modes. In a Free-Play Game, you can play any scenario that you've won in Campaign mode.

The objective of both modes is to be the first to reach the required number of Victory Points. You can construct a number of different buildings to win these coveted points: you can build settlements, roads, or cities. In the »Seafarers« expansion, you can also build ships.

## Controls

You can navigate through most parts of the game using the Nintendo DS stylus. Touch the »X«-Symbol with the stylus to return to the previous screen.

## MAIN MENU



### Campaign

Sixteen Catanian adventures await you in Campaign mode, where you must prove yourself against 8 Catanians. Each scenario presents you with unique challenges and a special set of rules. Once you've mastered a scenario, you can select it any time in Free-Play Game mode.

### Free-Play Game

In a Free-Play Game, you can select any scenario that you've won in Campaign mode and modify it with a variety of different options.

### Continue Game

Select this option to load a previously saved game and continue from your last save point.

### Options

Select this option to adjust the volume of the music and sound effects.

### Help

#### OVERVIEW

You can find brief instructions for the game in the Overview.

#### ALMANAC

The Almanac contains everything you need to know about Catan. If you're unsure about certain rules or terminology during a game, you can check the Almanac any time.

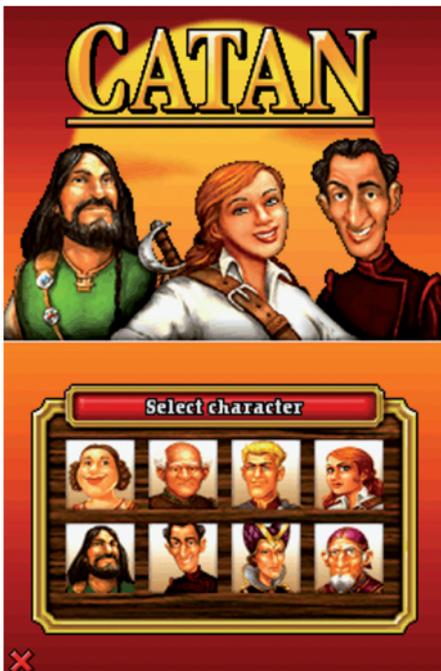
### Info

The Credits section lists all the people who participated in creating the game.

## GAME

### Select Player

Before starting the game, you can choose a portrait and then enter your name.



### Scenario

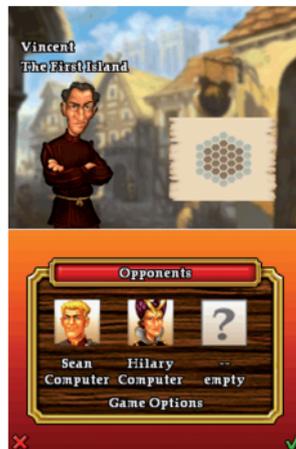
The scenario preview provides you with a detailed description of the scenario you're about to play, including the special rules. In a Free-Play Game, you can touch the arrow symbols to choose between the different scenarios.

To continue to the opponents, touch the check symbol.



### Opponents

Here you can see the opponents that you will face in the upcoming game. In a Free-Play Game, you can select your opponents. To select an opponent, touch his or her portrait with the stylus.



## Icons



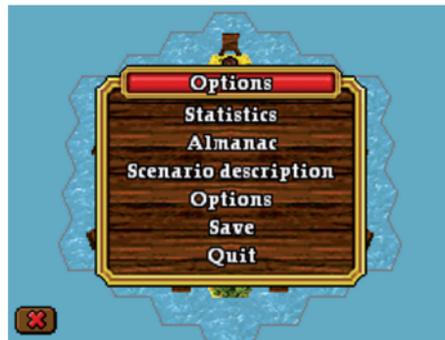
- 1) Opponents
- 2) Victory Points
- 3) Continuous stretch of roads
- 4) Number of Development Cards

- 5) Name of the player
- 6) Number of played Knight Cards
- 7) Resources

## Set-Up Phase

The first two rounds of a Catan game are called the set-up phase. In the first round, players may each build one settlement and one road in turn. Then all players may build another settlement and another road in reverse order of player turns. The first resources are allocated for the second settlement: every player receives a resource from each bordering hex.

This icon: (or alternatively ) will take you to the Options menu with the following choices:



## STATISTICS

During a game, you can check up on the current progress of the game any time in this menu. By touching the arrow icon, you can alternate between the following views:

The Ranking view displays a table with five columns: Player, Victory Points (star icon), Resources (globe icon), Development Cards (card icon), Longest Road (road icon), and Largest Army (shield icon). At the bottom, it shows 'Dev. Cards remaining: 10'.

Player	★	🌐	📄	🛤️	🛡️
Vincent	6	2	0	4	0
Sean	6	6	3	3	6
Hilary	3	3	1	3	4

Dev. Cards remaining: 10

The Ranking view shows which player has the most Victory Points, resources and Development Cards, the Longest Road, or the Largest Army.

The Game Statistics view displays a table with five columns: Player, Likelihood of resources (P icon), Resources actually received (globe icon), Resources stolen by robbers (robber icon), and Number of trading transactions (up/down arrows icon). At the bottom, it shows a list of resources and 'Resources: 140 - Rounds: 26'.

Player	P	🌐	👤	↕
Vincent	48	38	0	14
Sean	40	64	0	13
Hilary	26	38	4	8

🌐 42   🌐 34   🏆 16   🌐 20   🗺️ 28  
 Resources: 140 - Rounds: 26

The Game Statistics view displays (from left to right): the likelihood of resources on settled hexes, the resources actually received, the amount of resources stolen by robbers, and the number of trading transactions. In the Player Chart you can see a list of all resources found in the game.



The Dice statistics show which numbers were rolled most often and which least often. The white border represents the odds of each number rolled up to then. The bars show the actual distribution of numbers rolled.

## ALMANAC

The Almanac provides a directory of all the rules and Catan terminology. You can access the Almanac from the menu at any time during a game.

## OPTIONS

Select this option to adjust the volume of the music and sound effects.

## QUIT

Select this option to quit an ongoing Catan game and return to the Main Menu.

## SELECT A LOCATION TO BUILD

Once you've selected a building in the building menu, you can select the building location with the stylus and confirm by touching the check symbol. All valid building locations are highlighted on the map.

## CAMERA CONTROLS

Left-Handed



Zoom in



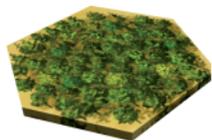
Zoom out



Left, Right, Up, Down

## Hexes and Buildings

TERRAIN

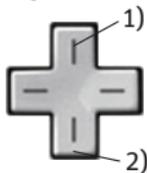


**Forest** Produces the resource: Lumber

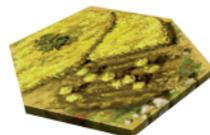


**Mountains** Produces the resource: Ore

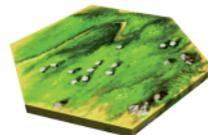
Right-Handed



1) Zoom in  
2) Zoom out



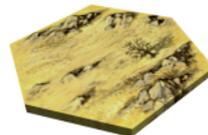
**Field** Produces the resource: Grain



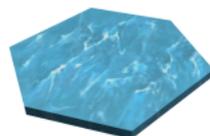
**Pasture** Produces the resource: Wool



**Hills** Produces the resource: Brick



**Desert** Produces no resources



**Sea** Produces no resources

HARBOR

If you own a settlement or a city on a harbor, you will benefit from trade advantages when trading with the bank. With a generic harbor, you will receive an exchange ratio of 3:1 from the bank for all resources, instead of the usual 4:1 exchange ratio. With a special harbor, you will receive a ratio of 2:1 for the relevant resource.



## SETTLEMENT

Settlements can only be established on intersections. You must also observe the distance rule in this case: there must be at least one free intersection between two settlements. Every settlement is worth one Victory Point. Pay attention to location when building a settlement, as you will receive one resource from each bordering terrain hex when the appropriate number is rolled. Building a settlement costs 1 lumber, 1 brick, 1 grain, and 1 wool.



## CITY

You can also upgrade your settlements to cities. A city is worth two Victory Points, and the bordering terrain hexes produce double the resources. Upgrading a settlement to a city requires 3 ore and 2 grain.



## ROAD

You can build roads on the paths between terrain hexes. However, a road must start at one of your own buildings. Constructing a road costs 1 lumber and 1 brick.



## Actions

To build a settlement on an island, you'll need resources to get started. Two dice are rolled per round to determine which hexes will produce resources. Every player with settlements or cities on the hexes rolled will receive resources from those hexes. Every settlement earns one resource, and every city earns two resources.

## TRADE



Trade gives you the option to trade resources with the bank or other players.

To present your fellow players with a trade offer, touch the up arrow to select the resources you want to give away, and touch the down arrow to select the resources you want to receive in return. For a trade offer to be valid, you must ask for at least one resource and give away at least one resource.



## BUILDING



You can select the various building types in the building menu. To construct a building, you must have the necessary resources.

## DEVELOPMENT CARDS



Development Cards give you additional advantages. As long as you have enough resources, you can buy as many cards as you like during your turn from the Development Cards menu.



However, you cannot play a Development Card until your next turn. You may only play one Development Card per turn. The Development Cards are as follows:

### Year of Plenty Card:

When you play this card, you can take two resources of your choice from the bank.

### Road Building Card:

This card allows you to build either 2 roads, 2 ships, or 1 road and 1 ship for free.

### Monopoly Card:

When you play this card, you choose a resource type. All other players must then give you their entire supply of that resource.

### Victory Point Card:

This card gives you an additional Victory Point, which remains hidden from the other players until it is revealed at the end of the game. Victory Point Cards do not need to be played.

## Knight Card:

This card allows you to move the robber or the pirate (see »Seafarers Rules«) and steal one resource from a player settled on a hex bordering the robber's or pirate's location.

## THE ROBBER

The robber enters the game when a player rolls a 7.

All players who have more than 7 resources must give up half of their resources when the robber appears. If a player has an odd number of resources, then the half is rounded down: for example, if a player has 9 resources, he or she must give up 4.



The player who rolled the robber into the game must then move the robber to a new hex. The player then has the opportunity to steal a randomly-selected resource from an opponent settled on a hex bordering the robber's location.

When you have got more than 7 resources in total and thus are at risk of losing resources to the robber if a 7 is rolled, your resources are displayed in red.

## END TURN



The next player can now begin his or her turn.

## Special Victory Points

### LONGEST ROAD

If you are the first player to build a continuous stretch of 5 roads and/or ships, then you have constructed the Longest Road and earned yourself 2 Victory Points.

Ships are counted as part of the Longest Road if they are connected to the road by way of a settlement.

Another player can steal the title of Longest Road from the first player by building a road that is at least one road/ship longer.

It is also possible to interrupt an existing Longest Road by building an intersection on it. In this case, another player (or perhaps no one) will earn the Longest Road.

### LARGEST ARMY

If you are the first player to play your third Knight Card, you receive the Largest Army and 2 Special Victory Points. However, as soon as another player plays at least 4 Knight Cards, that player earns the Largest Army and the 2 Special Victory Points.

## Seafarers Rules

### GOLD FIELD

Gold field hexes produce the resource gold. Unlike other resources, gold is purely used as an exchange currency. Players with a settlement on a gold field hex receive 1 resource of their choice when the number of the gold field is rolled; players with a city on a gold field hex receive 2 resources of their choice.



### SHIP

One unit of lumber and one unit of wool are required to build a ship.



Ships are placed on the board like roads and do not travel. However, unlike roads, ships can be moved.

A ship can only be placed on the edge of a sea hex, and only one ship can be placed on each edge of a hex.

Each player may only move 1 ship per round, and it may not be a ship that has been built during that player's turn. Only the last ship of a ship route may be moved.



## THE PIRATE

If a scenario is played according to the Seafarers expansion rules, a player who rolls a 7 can decide whether to move the robber or the pirate. The pirate can only be placed on sea hexes. The player who places the pirate on a new hex may steal one resource from any player who owns a ship on an adjacent hex. A ship located on the edge of the hex with the pirate on it may not be moved. New ships may not be built on the edges of the occupied hex.



## Special Rules

Special rules apply in some scenarios. Please read the descriptions of the individual scenarios to find out where special rules apply.

## Load/Save

Load:

To load a saved game, touch »Continue Game« in the Main Menu.

Save:

You can save your game any time by touching the  icon or pressing  START. The game can be saved in one of the 4 slots under the menu item »Save«.

## Multiplayer Mode

In Multiplayer mode, 2 - 4 players can compete against one another via DS Wireless Communications. Because this is a Multi-Card game, each player must have both a Nintendo DS™ and the appropriate Nintendo DS Game Card.

To reach Multiplayer mode, select »Free-Play Game« in the Main Menu. You will have the following two options:

### CREATE GAME:

To start a game of Catan, select »Create Game«. Then select a portrait, enter your name, and choose a scenario, as usual.

You can select different types of players in the Opponents overview. Touch an opponent's name with the stylus to set the player type. If the player is set to »Computer«, you will face a computerized opponent. If the player is set to »Human«, the game will not start until another player has connected to your Nintendo DS™.

If the player is set to »empty«, then this space will not be filled by a player. Keep in mind, however, that at least 3 players are required for a Catan game. Only one player space may remain empty.

Once you have confirmed the opponent settings with the green check mark, select »Start« to begin the Catan game. As soon as all players have connected, the game will start.

## JOIN GAME:

To join a Catan game started by another player, select the option »Join Game«. Once you have selected a portrait and entered your name, you can join a Catan game by selecting »Start search«. When a game is found, it will appear in the search results list with the player's name and the scenario. Select a game by touching it with the stylus.

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## The PEGI age rating system:

Age Rating categories:



Les catégories de tranche d'âge:

**Note:** There are some local variations!

**Note:** Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:



Description du contenu:



The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

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