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CAT⒜NARCHY Game Rules

**Game Components:**
All materials from O.G. Catan
• 19 terrain hexes (tiles)
• 6 sea frame pieces
• 9 harbor pieces
• 18 circular number tokens
• 95 resource cards (bearing the symbols for the brick, grain, lumber, ore, and wool resources)
• 25 development cards (14 knight cards, 6 progress cards, 5 victory point cards)
• 4 "Building Costs" cards
• 2 special cards: "Longest Road" & "Largest Army"
• 16 cities (4 of each color, shaped like churches)
• 20 settlements (5 of each color, shaped like houses)
• 60 roads (15 of each color, shaped like bars)
• 2 dice (1 yellow, 1 red)
• 18 blank tokens
• 1 "Game Rules & Almanac" booklet

**Game Concepts:**
Catanarchy attempts to take the incredibly successful and effective game mechanics of the original Settlers of Catan, and reconfigure them in a manner that promotes players to engage in **horizontal cooperation and mutual aid**, rather than the imperialist land-acquisition that the original is based around. Centered around the birth of an antagonistic, centralized state on the island, players must **combat** their planned **expansion of their empire**. Thus, the collection of communities, acting independently although with communication, must fight to confine the spreading roots of empire, **keep each other afloat, and maintain the wellbeing of the Island** of Catan.

The instructional goal of the game is to introduce players into the attitude and perspective of mutual aid; the belief that horizontal and mutually cooperative systems are drastically more efficient and effective than individualist and centralized ones such as the state. Likely used as a helpful introduction into the beliefs and practices of mutual aid groups, Catanarchy serves to help immerse players in a worldview based around a perspective of systems that is generally suppressed in Neoliberalism's individualist and entrepreneurial discourse. Furthermore, it allows players to act as they choose, with every collective acting as *they* choose. While this might cause

greater difficulty in establishing productive and efficient systems of support and abundance, that is simply a challenge inherent in horizontal organizing.

The game is ideal to help integrate new members into mutual aid spaces/organizations, particularly those that have not engaged in such work before.

**Constructing the island:**

The frame pieces hold the board together and prevent the pieces from moving after the board is in place. Before building the island, assemble the frame by matching the numbers at the ends of the frame pieces together (i.e., 1-1, 2-2, etc.).

You can then construct the island of Catan using the 19 terrain hexes as shown on page 3.

Starting Set-up for Beginners

You can play the game Catan on a variable game board. For your first game, however, we will be using the "Starting Set-up for Beginners." This set-up is well-balanced for all players.

Lay out the map as specified by game master.

First, assemble the frame as shown. Second, create Catan by placing the 19 terrain hexes on the table—again as shown. Third, place the circular number tokens on top of the designated terrain hexes. Finally, place your settlements and roads.

Starting Set-up for Experienced Players

It is more fun to play with a variable game board—with the game board laid out randomly. The board changes each game.

**Setting up the Game:**

Select a color and take your 5 settlements, 4 cities, and 15 roads (no more and no less!). Place your 2 roads and your 2 settlements on the game board. Place your remaining settlements, roads, and cities down in front of you.

Note: If you are playing a 3-player game, nobody plays the red position indicated on the starting map.

Take your color's building costs card. (See Illustration B.)

Place the special cards "Longest Road" and "Largest Army" beside the game board along with the 2 dice.

Sort the resource cards into 5 stacks and put them face up next to the game board. Shuffle the development cards and place them face down by the board.

**To start:**

This game is for 3-4 players (incl. GM/State) with the base Catan pack, and can be played with up to 6 players with the expansion pack.

Players will roll to determine who goes first, highest number to lowest.

The state will always start with three cities on the desert tile, although they may choose how to organize them.

The other players choose how to align their two starting settlements, each with one road.

**Duration:**

60 min+

**Turns:**

Each turn, the player whose turn it is (including the State/GM) rolls the die, and whatever number is rolled correlates to what resources and yielded for that turn. Any player with settlements (1:1) or cities (2:1 ratio of resources) on resources with said number may draw. When a 7 is rolled, any player with 7+ resources (that is called out) loses half (rounded down) of their resources.

If 7 is rolled by the state, they may select one resource tile, flip over said number, taking one of said resource per unit on the tile every time said number is rolled (*Privatization*)

Players who have a tile flipped may take a second role, unrelated to resources, and if they role a 7 they may choose a tile to return to the hands of the players (*Collectivization*)

This interaction can also occur by playing the "Knight" development card on your turn. If played by the state it is a conquest, if by a player a rebellion.

If a player has more knights (3+) than the State they may not be conquered, and vice versa cannot be revolted against.

Players may trade freely with each other, however, the player whose turn it is must be involved. Maritime trade as well can occur on one's own turn.

**Building:**

You can build roads or settlements (1pt), or replace a settlement with a city (2pts), or draw a development card with specific combinations of resources.

Road: lumber and Brick; Settlement: lumber, brick, wool, and wheat; City: two wheat, three stone; Development card: one wool, stone, and wheat.

Roads may only be built off of a player's personal settlements or roads, or, with consent from other relevent players, may expand upon a collective road that they are *already* connected to. Similarly, settlements may only be built on a road that you are connected to, and must be two intersections away from each other (or a city)

**Winning:**

For players: either one player may reach 10 points or the collective can reach 15 points (2 communities. 20 points for 3 communities. 25+ for 4+ expansion play… adding 5 per additional community). Additionally, if the state is made unable to reach 15 points (e.g. only has capacity for 6 cities and no more VPs are available), the collective wins.

For state: reaching 15 points

**RPG Elements:**

If you play the RPG version of Catanarchy, there will be five additional non-player communities at five of the nine ports with randomized personalities and loyalties.

If you decide to play the tabletop role-playing version, turn structure is altered slightly allowing each player to execute;

Trading of resources based on mobility

Defensive moves, one per turn unless otherwise specified

Building of infrastructure based on production

Social interaction

Each player is allowed to make one defensive move, and one trade OR social interaction ea/turn. Each community will have their own social (isolationist, mercantile, nomadic, social, pantheistic) and environmental (mining, agricultural, maritime, pasture) niches which effect statistics and traits, and production specializations, respectively.

Statistics are as follows

Defense, Mobility, Production, Intercommunal Status, Social Awareness

They affect situations of warfare, trade and movement, building, social interaction, and reading social interactions, respectively.

Each player may choose their social niches as they so please, and may divvy up 10 points across the five statistics, with each point adding +1 do a relevant dice role.

Social niches provide benefits and drawbacks to statistics as well.

Isolationist is +2 defense, -1 mobility, +1 production, -2 status, +2 awareness
- May not build off of others' infrastructure, others may not build off of theirs. However, connecting roads is allowed to aid trade.

Mercantile is -1 defense, +1 mobility, +2 status, +1 awareness
- In *great* standing with all port communities, no trade limitations.

Nomadic is -2 defense, +4 mobility, +1 awareness
- Two roads for every road! Advantage on awareness rolls!

Social is -2 defense, +1 mobility, -1 production, +2 status, +2 awareness
- Advantage on social status and awareness rolls!

Pantheistic is -2 defense, +2 mobility, +5 status, -2 awareness
- Advantage on social status rolls, advantage on defensive rolls!

| Environmental Niche | Pasture Community | Mining | Maritime | Agricultural |
|---|---|---|---|---|
| | x2 Sheep | x1.5 Brick/Stone (rounded down) | Can connect via water (roads) | x2 Wheat |