



Settlers of Catan, Dice Game

Full color Map with Variants

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This is an unofficial fan creation. Intended for personal use only.



Instructions: Print this page and laminate it using a sheet of self-adhesive laminate. Trim. Now you can use dry-erase markers to play, wipes clean when you're finished.

Variants included on the Map

This map features 4 unofficial expansions to the standard Catan dice game. Use only the ones you like. Several of these were created specifically to enhance solo game-play only. Try them all and use only those that suit your play style.



Failed Turns

This allows you three opportunities to toss out a totally bad turn. Simply check off the left-most available box. At the end of the game, subtract from your score the number of points on the rightmost box you have used.



The Carpenter

Hire a carpenter using 3 wood and 2 brick. Circle the hammer icon to show that you have activated the carpenter.



The carpenter allows you to subtract any 1 resource from the cost of a *single* village and a *single* city. When you have used a discount, cross out the box showing the item you built (village or city). When both discounts have been used, you may no longer use the carpenter.



King's Favor

Curry the King's favor by paying three gold. Circle the Crown icon to show that you have activated the King's Favor.



The King's Favor allows you up to three re-rolls during the course of the game. Each time you use one of these re-rolls, cross out one of the empty circles next to the dice icons. When all three re-rolls have been used, you may no longer use the King's Favor to re-roll your dice.



The Harbor

Build a Harbor by paying one of each of the six resources. Circle the Ship icon to show that the harbor has been activated.



The Harbour allows you to exchange resources at a rate of 2:1 instead of 3:1. This effect is permanent.

(Harbor variant posted by Frodo on Spielbox.de—posted to BGG by Arneji)



Instructions: Print on full sheet adhesive label paper. Cut and paste onto blank six-sided die.
Use to make extra die for each player, or to replace lost dice.