

- Games will include 3 players wherever possible. If necessary, due to attendance, select games will be expanded to 4 players. All games will be played according to the standard rules of base Settlers of Catan. The only exception to the rules is the victory condition, as these will be timed games (see below).
- 3 games will be played, then one final game between the top 3 players. A player's tournament score will be the total number of Victory Points acquired by that player over all 3 games (Example: if a player ends the 3 games with scores of 5, 6, and 7, their score is 18 points). Any relevant ties at the end of 3 rounds will be broken by the players' point percentage (Example: 10 VPs is 50% of a 20 VP game).
- The first 3 games will last 50 minutes (unless a player achieves 10 VPs before that). At the end of 50 minutes, finish the current player's turn and record each player's points. Players will clear the board of all player pieces, leaving the tiles and numbers in their locations.
- The final game will last until the first player reaches 10 Victory Points.
- Players will rotate out as instructed between games. Intermission between games will be 10 minutes.

All game boards will be arranged randomly, including the desert tile. The robber begins on the desert and **must** be moved to another tile on the roll of any seven after the first two rounds (each player has had two turns). Rolls of seven within the first two rounds must be re-rolled. The player who places his/her two settlements together in the setup phase may choose to take the resources from either settlement.

A trade consists of two players each exchanging 1 or more resource cards. The players need not exchange the same number of cards however it is not permissible to give or receive nothing in trade. If trading with the bank, it is not permissible to receive nothing in trade (players may not "sacrifice" resources to the bank). "Inefficient" trades are permissible (4:1 with the bank when a port could have been used). A resource may be traded for itself.

Player turns will be limited to one minute. After one minute, the player's turn is **over** and play passes to the next player. This will be left to the honor system. If this is abused, please inform a referee for approval of a timepiece. The timepiece is to be used for all players in that game and not just one or two players.

There are two end game conditions. The first is for a player to achieve 10 VPs. This win can only occur on the player's turn and the player will be credited with a score of 10 VPs, regardless

of whether he/she won by scoring more than 10. A player finishing the game with more than 9 VPs (but not winning as designated by the previous conditions) will score at most 9 VPs for the game.

The second end game condition occurs when the game time limit is called. At this time, the current player's turn is finished as normal and the player's record the final scores on the score sheet.

If the bank does not have enough cards of a particular resource to pay every player the full number of cards each has earned for that round, nobody picks up any cards of that resource for that particular dice roll.

VP development cards need not be explicitly played, but merely disclosed and counted at the end of the game. A player may not play a development card he/she acquired that turn and if the player is unable to demonstrate which development card he bought that turn (e.g. by setting it aside), he/she may be refused permission to play any development card that turn.

Building occurs strictly after trading in a turn. If a player builds to a port, he/she may not use that port in the same turn. All trading, even with the bank, must be completed before any building takes place. Trading with the bank can occur before, after, and in between trading with other players.

Roads are blocked by settlements; it is illegal to build a road from another player's settlement. You may build a settlement and upgrade it to a city within the same turn unless you have five settlements already.

By unanimous agreement of the other players, a specified player may be prohibited from handling the bank other than on his/her own behalf. The referees may prohibit a specified player from handling the bank at all.

A player may only claim "longest road" or "largest army" in his turn. He/she must take the card if instructed to by any player, but neither he/she nor any other player is under an obligation to point out the eligibility. Provided he/she remains eligible, the card may be claimed (or be instructed to be taken) in a later turn.

Rolls of the dice must end with each die flat on either the table or a board hex. If any die finishes "cocked", or falls off the table, both dice must be re-rolled.

Free discussion is allowed by all players at any time. Except concerning points of law, or attempts to resolve an irregularity, disingenuous comments and even outright lies are permitted.

For example, all of these are allowed:

Interjecting during another player's turn to offer someone a better trade if he waits until your turn.

Lying when asked whether or not you have a resource to trade.

Pointing out how close a player is to winning.

Denying that your face-down development card is a victory point, when in fact it is.

Suggesting a course of action to another player that will frustrate a third party.

As a decoy, asking for a rules clarification in relation to an action you have no intention of taking.

...but the following would not be:

Falsely claiming to have only seven resource cards when a seven has been rolled.

Denying having a resource when a monopoly is called.

Claiming to have received the correct resource cards from the bank when actually given too many.

Intentionally misleading another player as to the rules on road placement.

All players must write their names and final VP scores on the results sheet, and return it to the referees. The referees will happily provide rulings on any queries that occur; their decision is final and not subject to appeal. All players are expected to show good sportsmanship and to try to complete each game in the time allowed. The referee reserves the right to enact, introduce, delete or alter any of these rules at any time with no prior notice, and the decision of the referee is binding, even if incorrect. The referee reserves the right, as a last resort, to exclude or dismiss players from the tournament.