

# Catan: The Seasons

## Intro:

I first started playing Catan with the Event Deck. It was definitely nice restricting the “die” outcomes to their proper distribution. But the deck had its flaws. Some card events were vague at best, and it became possible to “count cards” to an extent. It was also difficult to track whose turn it was, since nobody had the dice sitting in front of them.

When I bought the immensely great *Cities & Knights* expansion, the game became much, much better. But the Event Deck had to go—it was annoying rolling one die and flipping a card. C&K added enough complexity as it was, so I thought, “the dice will stick to their own distribution curve.” Boy was I wrong. Weird things kept happening: tons of 8s in a game but no 6s? More 12s than 5s? Please. A couple of my players kept insisting we go back to using the cards. So I created an alternative that not only does the job, but side-steps the issues with the original Event Deck. I’m pleased to bring you: **Catan: The Seasons!**

## Setup:

Print and cut out the 76 cards, **including** the one in the center of this sheet. I’ve included sheets with backsides for the cards too, for those who can print double-sided. This deck is intended to be used with the *Cities & Knights* expansion. If you’re not using C&K, I highly recommend using the regular Catan Event deck.

Each card is supposed to represent a week, so 52 cards will represent a year. Set aside the “Anniversary” and the three “The Next Season Begins” cards, and shuffle the remaining 72. Set aside 20 cards and deal the remaining 52 into four face-down piles of 13 cards each. These four piles will act as the four seasons. Place the three “Next Season Begins” cards underneath three of the decks and stack them. Place the three stacked decks onto the fourth, put the “Anniversary” card underneath this four-season stack, and then put the 20 “aside” cards underneath the whole thing. You should now have one face-down deck:

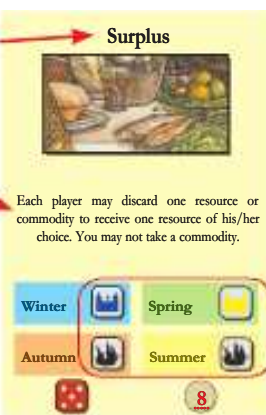
13 cards, then a “Next Season”; 13 cards, then a “Next Season”; 13 cards, then a “Next Season”; 13 cards, then “Anniversary”; 20 cards that won’t be used this year.

After all the players have placed their starting settlements and received their starting goods, place a marker (randomly) on one of the four season squares.

## Basic Rules:

The players no longer roll the dice. At the start of a player’s turn, the player reveals the top card of the Seasons deck and resolves it, in this order:

1) The player reads the name of the card (if any), and then reads the action printed below the picture. Then the player(s) perform the action, as appropriate.



2) After the event is resolved, the player declares the result of the Event Die, based on the season the players are currently in.

In this example, if the current season was Autumn or Summer, the Event Die would show a Barbarian Ship, and the Ship would advance a space on its track. If the season was Winter or Spring, the Event Die would show the corresponding colored castle, allowing certain players to draw progress cards based on the Red Die result, as per the C&K rules.

3) Finally, the player declares which number produces this turn. In this example, 8s produce. The Red Die is only shown to determine which players, if any, receive progress cards this round.


## Alchemist:

If a player wishes to use the *Alchemist* progress card, he must do so at the start of his turn, before flipping the top Season card.

When the player uses the Alchemist card, he sets the numbers on the red and yellow dice, as per normal C&K rules. He then flips the top Season card, to determine the special event and the result of the Event die, resolving the production number last (and ignoring the red die and production number on the card).

The text on a *Robber Attacks* or *Highwaymen* card is ignored, even if the player set the dice to 7 (a normal Robber attack would be performed).

### Anniversary



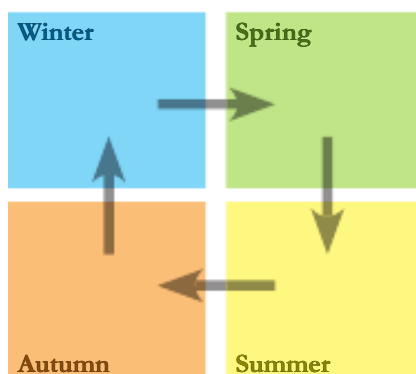
Remove this card and the three cards titled, “The Next Season Begins!”

Shuffle the remaining cards.

Deal four facedown stacks of 13 cards. Place the “Next Season” cards facedown underneath three of the stacks, and place this card facedown under the fourth.

Stack the four piles into one deck so that this card is on the very bottom. Place the remaining 20 cards facedown underneath the deck.

Then advance the season marker forward one space, and draw a new card.



## The Season Square:

Cut out the square above, and use a token to track the seasons.

After the players have placed all their starting settlements, the starting season is randomly chosen.

After every 13 cards, the season changes. After 52 cards, the deck gets re-shuffled as per Set Up rules, and the season will be what it was when the game began.

Questions? Comments?  
Email me at [chris@crthibodeau.com](mailto:chris@crthibodeau.com)

## Weather and Holiday:

The *Holiday* and *Weather* cards show events that are based on the season. These cards are resolved in the normal order like other cards, but different events will be printed inside the season boxes.

In this example, if the season was Autumn, there would be a Harvest Moon. Each player may immediately draw one grain if they wish.

Since the Event Die for Autumn shows the Barbarian Ship, the Barbarian Ship would advance one space (and the barbarian attack would be resolved if there was one), and then 8s would produce.



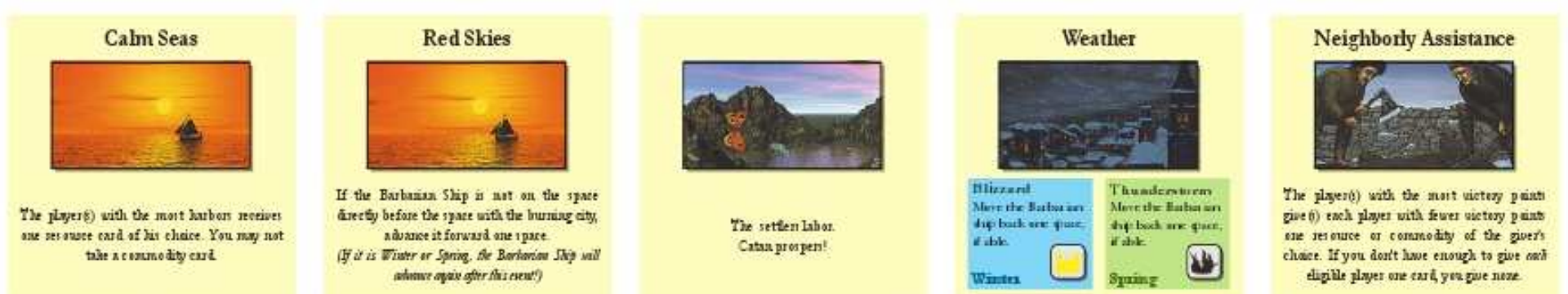
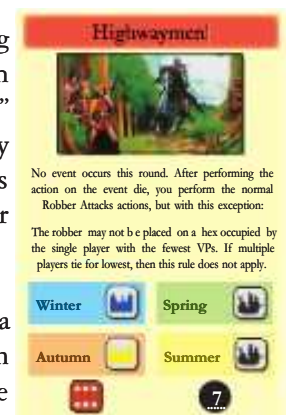
## The Robber and the Highwaymen:

The deck contains six “Robber Attacks” cards. On these cards, there is no special action. The Event Die would be resolved first, and then the production number would be resolved. Since the production number is a “7,” the regular “Robber Attacks” rules would then be executed.


However, there are also six “Highwaymen” cards. These cards work exactly like the “Robber Attacks” cards, except each of the “Highwaymen” cards alters the normal Robber Attacks rules slightly; sometimes they are less severe to certain players, sometimes more severe.

In this example, after resolving the event die, the players perform the normal “Robber Attacks” rules. However, the robber may not be placed on a hex that is occupied by the single player who has the fewest VPs.

If the robber was already on a hex occupied by the player with the fewest VPs, he would have to be moved.



### Calm Seas



The player(s) with the most harbors receives one resource card of his choice. You may not take a commodity card.

Winter	Spring
Autumn	Summer

12


### Red Skies



If the Barbarian Ship is not on the space directly before the space with the burning city, advance it forward one space. (If it is Winter or Spring, the Barbarian Ship will advance again after this event!)

Winter	Spring
Autumn	Summer

12



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer

11

### Weather



<b>Hizzard</b> Move the Barbarian ship back one space, if able. Winter	<b>Thunderstorm</b> Move the Barbarian ship back one space, if able. Spring
<b>Hurricane</b> Move the Barbarian ship back one space, if able. Autumn	<b>Thunderstorm</b> Move the Barbarian ship back one space, if able. Summer

11


### Neighborly Assistance



The player(s) with the most victory points give(s) each player with fewer victory points one resource or commodity of the giver's choice. If you don't have enough to give each eligible player one card, you give none.

Winter	Spring
Autumn	Summer


11



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer


11



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer


10



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer

10



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer

10

### Weather



<b>Ice Storm</b> Move the Barbarian ship back one space, if able. Winter	<b>Heavy Rain</b> All field icons produce twice the normal amount of the subject resource. Spring
<b>Hurricane</b> Move the Barbarian ship back one space, if able. Autumn	<b>Hurricane</b> Move the Barbarian ship back one space, if able. Summer

10

### Neighborly Assistance



The player(s) with the most victory points give(s) each player with fewer victory points one resource or commodity of the giver's choice. If you don't have enough to give each eligible player one card, you give none.

Winter	Spring
Autumn	Summer

10

### Charity



If one player has fewer points than any of the other players, then every player must give him/her one resource or commodity of the giver's choice, if able.

Winter	Spring
Autumn	Summer

10


### Calm Seas



The player(s) with the most harbors receives one resource card of his choice. You may not take a commodity card.

Winter	Spring
Autumn	Summer


9



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer


9



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer


9



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer

9



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer

9


### High Trade!



Each player draws one yellow (trade) progress card. If there are not enough progress cards for each player, no one receives any.

Winter	Spring
Autumn	Summer

9



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer

9

### Revolution!



Each player draws one blue (politics) progress card. If there are not enough progress cards for each player, no one receives any.

Winter	Spring
Autumn	Summer

9



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer

8

### Refinery



Each player receives one commodity of his/her choice. You may not take a resource.

Winter	Spring
Autumn	Summer

8



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer

8


### Surplus



Each player may discard one resource or commodity to receive one resource of his/her choice. You may not take a commodity.

Winter	Spring
Autumn	Summer

8



The settler labor. Catan prospers!

Winter	Spring
Autumn	Summer

8

### Weather



**Cold Spell**  
All justice levels produce goods each this turn, regardless of the weather card.

**Flood**  
No field level produce lumber paper this turn, regardless of the die.


**Harvest Moon**  
Each player may draw one grain.

**Drought**  
No field level produce grain this turn, regardless of the die.

Winter Spring  
Autumn Summer

The settlers labor. Catan prospers!

### Red Skies




If the Barbarian Ship is not on the space directly before the space with the burning city, advance it forward one space.  
*(If it is Soveer or Astrom, the Barbarian Ship will advance again after this event!)*

Winter Spring  
Autumn Summer

The settlers labor. Catan prospers!

### Epidemic




All cities produce this turn as though they were only settlements.  
*(Therefore, players cannot receive commodities.)*

Winter Spring  
Autumn Summer


The settlers labor. Catan prospers!

### Weather



The settlers labor. Catan prospers!

### Robber Attacks!



No event occurs this round. After performing the action on the event die, you perform the normal Robber Attacks actions.

*(Players with more than 7 cards—plus 2 per City Wall—discard half their hands round down, and the robber is moved. A card is stolen from a player on the robber's new hex.)*

Winter Spring  
Autumn Summer

Robber Attacks!

### Highwaymen!



No event occurs this round. After performing the action on the event die, you perform the normal Robber Attacks actions, but with this exception:


The robber may not be placed on a hex occupied by the single player with the fewest VPs. If multiple players tie for lowest, then this rule does not apply.

*(Players with more than 7 cards—plus 2 per City Wall—discard half their hands round down, and the robber is moved. A card is stolen from a player on the robber's new hex.)*

Winter Spring  
Autumn Summer

Highwaymen!

### Robber Attacks!



No event occurs this round. After performing the action on the event die, you perform the normal Robber Attacks actions.

*(Players with more than 7 cards—plus 2 per City Wall—discard half their hands round down, and the robber is moved. A card is stolen from a player on the robber's new hex.)*

Winter Spring  
Autumn Summer

Robber Attacks!

### Highwaymen!



No event occurs this round. After performing the action on the event die, you perform the normal Robber Attacks actions, but with this exception:


The robber may not be placed on a hex with a production number of 6 or 8. If the robber is already on a 6 or 8, he must be moved.

*(Players with more than 7 cards—plus 2 per City Wall—discard half their hands round down, and the robber is moved. A card is stolen from a player on the robber's new hex.)*

Winter Spring  
Autumn Summer

Highwaymen!

### Robber Attacks!



No event occurs this round. After performing the action on the event die, you perform the normal Robber Attacks actions.

*(Players with more than 7 cards—plus 2 per City Wall—discard half their hands round down, and the robber is moved. A card is stolen from a player on the robber's new hex.)*

Winter Spring  
Autumn Summer

Robber Attacks!

### Highwaymen!



No event occurs this round. After performing the action on the event die, you perform the normal Robber Attacks actions, but with this exception:


No players need to discard any cards from their hand, regardless of how many they have. You may still need a card from a player on the robber's new hex.

*(Players with more than 7 cards—plus 2 per City Wall—discard half their hands round down, and the robber is moved. A card is stolen from a player on the robber's new hex.)*

Winter Spring  
Autumn Summer

Highwaymen!

### Robber Attacks!



No event occurs this round. After performing the action on the event die, you perform the normal Robber Attacks actions.

*(Players with more than 7 cards—plus 2 per City Wall—discard half their hands round down, and the robber is moved. A card is stolen from a player on the robber's new hex.)*

Winter Spring  
Autumn Summer

Robber Attacks!

### Highwaymen!



No event occurs this round. After performing the action on the event die, you perform the normal Robber Attacks actions, but with this exception:


When determining if each player has too many cards, each City Wall only increases your hand limit by 1 instead of 2.

*(Players with more than 7 cards—plus 2 per City Wall—discard half their hands round down, and the robber is moved. A card is stolen from a player on the robber's new hex.)*

Winter Spring  
Autumn Summer

Highwaymen!

### Robber Attacks!




No event occurs this round. After performing the action on the event die, you perform the normal Robber Attacks actions.

*(Players with more than 7 cards—plus 2 per City Wall—discard half their hands round down, and the robber is moved. A card is stolen from a player on the robber's new hex.)*

Winter Spring  
Autumn Summer

Robber Attacks!

### Highwaymen!



No event occurs this round. After performing the action on the event die, you perform the normal Robber Attacks actions, but with this exception:


If players have too many cards, they have to discard half their hand round UP instead of round down.

*(Players with more than 7 cards—plus 2 per City Wall—discard half their hands round down, and the robber is moved. A card is stolen from a player on the robber's new hex.)*

Winter Spring  
Autumn Summer

Highwaymen!

### Robber Attacks!



No event occurs this round. After performing the action on the event die, you perform the normal Robber Attacks actions.

*(Players with more than 7 cards—plus 2 per City Wall—discard half their hands round down, and the robber is moved. A card is stolen from a player on the robber's new hex.)*

Winter Spring  
Autumn Summer

Robber Attacks!

### Highwaymen!



No event occurs this round. After performing the action on the event die, you perform the normal Robber Attacks actions, but with this exception:

Each player MUST discard half his/her hand, round down—regardless of City Walls. But each player discards one fewer card for each City Wall s/he owns.

*(Players with more than 7 cards—plus 2 per City Wall—discard half their hands round down, and the robber is moved. A card is stolen from a player on the robber's new hex.)*

Winter Spring  
Autumn Summer

Highwaymen!

### Red Skies



The settlers labor. Catan prospers!

Winter Spring  
Autumn Summer

The settlers labor. Catan prospers!

### Deficit




Each player must discard one resource or commodity.

Winter Spring  
Autumn Summer

The settlers labor. Catan prospers!

### Red Skies



The settlers labor. Catan prospers!

### Weather



The settlers labor. Catan prospers!

Winter Spring  
Autumn Summer

The settlers labor. Catan prospers!

### Good Neighbors



Each player gives the player to his left one resource as commodity of the giver's choice (if s/he has one). All players give at the same time.

Winter Spring  
Autumn Summer

The settlers labor. Catan prospers!

### Red Skies




The settlers labor. Catan prospers!

Winter Spring  
Autumn Summer

The settlers labor. Catan prospers!

### Earthquake



Each player turns one of his/her roads, boats, or bridges sideways. You may not build any roads, boats, or bridges until all your turned features are repaired. The repairs cost the same as building one. The Road Building card may be used to repair features. Roads/ships/bridges turned sideways are still counted towards the "Longest Trade Route."

Winter Spring  
Autumn Summer

The settlers labor. Catan prospers!

### Red Skies



The settlers labor. Catan prospers!

### Epidemic



All cities produce this turn as though they were only settlements.  
*(Therefore, players cannot receive commodities.)*

Winter		Spring	
Autumn		Summer	

6

### Trade Advantage



The player with the "Longest Road" card (if not claimed, the single player with more total roads, ships, and bridges than any other player—they need not be connected) may take one random resource/commodity from another player.

Winter		Spring	
Autumn		Summer	

5

### Tournament



The player(s) with the most active knight points takes a resource (not a commodity) of his/her choice from the bank.

Winter		Spring	
Autumn		Summer	

5



The settler labor. Catan progresses!

Winter		Spring	
Autumn		Summer	

5



The settler labor. Catan progresses!

Winter		Spring	
Autumn		Summer	

5



The settler labor. Catan progresses!

Winter		Spring	
Autumn		Summer	

5



The settler labor. Catan progresses!

Winter		Spring	
Autumn		Summer	

5

### Breakthrough!



Each player draws one green (science) progress card. If there are not enough progress cards for each player, no one receives any.

Winter		Spring	
Autumn		Summer	

5

### Robber Flees!



The robber returns to the desert. Do not draw a card from any player.

Winter		Spring	
Autumn		Summer	

4

### Weather



Catans No event.	Winter		Spring	
Catans No event.	Autumn		Summer	
Cold Spell All player hands produce only lack this turn, regardless of the winter dice.	Winter		Spring	
Heatwave No player hands produce only lack this turn, regardless of the dice.	Autumn		Summer	

4

### Robber Flees!



The robber returns to the desert. Do not draw a card from any player.

Winter		Spring	
Autumn		Summer	

4



The settler labor. Catan progresses!

Winter		Spring	
Autumn		Summer	

4



The settler labor. Catan progresses!

Winter		Spring	
Autumn		Summer	

4



The settler labor. Catan progresses!

Winter		Spring	
Autumn		Summer	

4



The settler labor. Catan progresses!

Winter		Spring	
Autumn		Summer	

3

### Weather



Snow who can Each player must draw one resource or commodity if able.	Winter		Spring	
Fog Move the Robber one step back one space, if able.	Autumn		Summer	
Clear Skies Each player may draw one resource or commodity if he/she chooses.	Winter		Spring	
Brush Fire Each player must draw one resource if able.	Autumn		Summer	

3

### Conflict



Each player with the highest total value of active knights takes a random resource/commodity from another player.

Winter		Spring	
Autumn		Summer	

3



The settler labor. Catan progresses!

Winter		Spring	
Autumn		Summer	

3

### Plentiful Year



Each player may take one resource (not commodity) of his/her choice from the bank.

Winter		Spring	
Autumn		Summer	

2

### Holiday



Each player gives a resource or commodity of his/her choice to the player on his/her right, if able.	Winter		Spring	
Each player draws a commodity from a resource of his/her choice.	Autumn		Summer	
Each player draws a progress card from a color of his/her choice.	Winter		Spring	
Each player draws a resource from a commodity of his/her choice.	Autumn		Summer	

2

### The Next Season Begins!



Advance the season marker forward one space. Then draw a new card.

### The Next Season Begins!



Advance the season marker forward one space. Then draw a new card.

### The Next Season Begins!



Advance the season marker forward one space. Then draw a new card.

Print/paste this sheet to the back of the rules sheet.

Cut out the Anniversary card and the Seasons Square.

The following pages have backsides for the other 75 cards.







