KLAUS & BENJAMIN TEUBER

CATAN

SCENARIO

#WESTAYHOME ™

In difficult times, it is important for people to support each other. This has led to a change of heart in the robber, who has now begun distributing resources instead of stealing them.

The *#westayhome scenario* is a *CATAN* mini-expansion. It is suitable for the *CATAN* base game and can also be played with the *Seafarers* and *Cities & Knights* expansions.

GAME COMPONENTS

- 2 home hexes
- 1 rules sheet

PREPARATION

Crafting Home Hexes

Print out this scenario sheet and glue it to some thin cardboard if you wish, or you can play it in paper-only form. Cut out the components along the dashed lines.

Setting Up the Game

Set up your *CATAN* game with the desert in the center of the island.

Replace the desert with 1 of the home hexes. If you didn't affix your hexes to cardboard, simply place the chosen home hex on top of the desert hex.

Add the number tokens using the variable set-up rules.

Move the "2" number token from its hex and place it on the hex with the "12" number token. Place the second home hex on the hex where the "2" used to be.

The robber starts on the home hex in the center of the island.

Set-Up Phase

Place your 2 starting settlements+roads as usual. **Only 1 of your *starting* settlements** may be adjacent to a home hex (you can build more during normal gameplay).

SCENARIO RULES

The rules of *CATAN* base game (and any expansion you use) apply, with the following modifications:

Moving the Robber

When you move the robber (*i.e., you roll a "7" or you play a knight card*), place it on any terrain hex of your choice, as usual.

***Important:** Once the robber leaves the home hex, it may never return to either home hex.*

However, you **do not steal a card**. Instead, each player with a settlement or city adjacent to either home hex receives 1 resource card of the type produced by the hex the robber was moved to. Take these resources from the supply.

No matter how many settlements or cities you have adjacent to the home hexes, you can only receive 1 resource per home hex.

***Example:** Someone rolls a "7"and moves the robber to a forrest hex. You have 2 settlements on 1 Home Hex, and 1 city on the other. You receive 2 lumber cards.*

Resource Production

The hex bearing the "2" and "12" number tokens produces resources when you roll either number.

The two home hexes do not have number tokens. However, they can provide resources when the robber moves.

CREDITS
Concept: Klaus Teuber, Benjamin Teuber
Illustration: Michael Menzel
Graphic Design: Michaela Kienle, Alex O. Colón Hernández, Ron Magin
Producer: Arnd Fischer, Catan-Team
English Translation: Gavin Allister
English Editor: Kelli Schmitz

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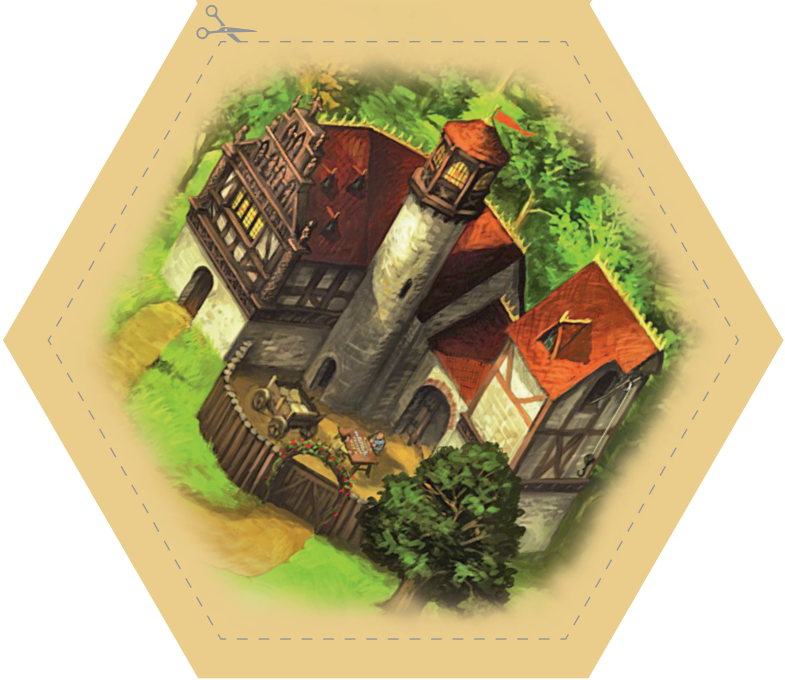
#StayAndPlay

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