

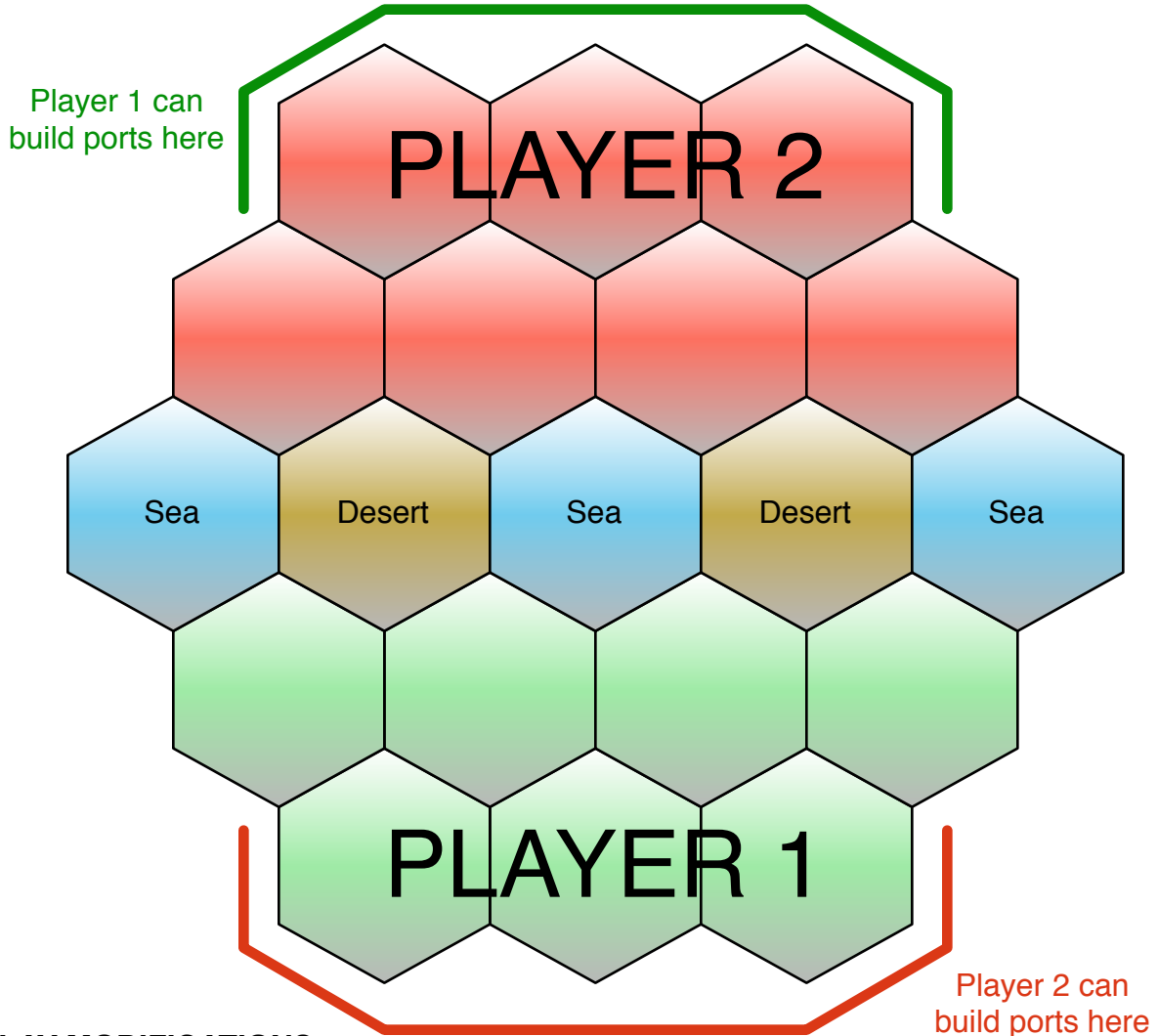
# Head to Head Catan - Quick Reference. Version 1.0

## GAME SETUP

Player 1 numbers: 6, 9, 5, 10, 4, 2, 11

Player 2 numbers: 8, 9, 5, 10, 4, 3, 12

- 1) Each player takes 7 hex tiles - for 3 resources take one tile each, for 2 resources take 2 tiles each
- 2) Each player places their tiles on their side, in whatever arrangement they want
- 3) Each player place the numbers whoever they want, HOWEVER ...
- 4) For the two resources that have 2 tiles each, the total number of pips for that resource may total no more than 5
- 5) Play starts when both players are in agreement on their tile and number positions
- 6) Placement of initial two settlements is according to Catan rules
- 7) There are no ports (yet)
- 8) Place sea and desert tiles in the middle row as shown



## GAME PLAY MODIFICATIONS

- 1) **No more than 3 settlements/cities may be placed on a player's own side of the board**
- 2) There are initially no ports. However, if a player builds a settlement on the last row of hexes of the opposing player's board, they can choose a port and place it.
- 3) There cannot be two adjacent ports
- 4) Friendly robber - robber cannot be placed on a tile where a player who has less than 3 points has built