

Christmas in Catan

A Catan variant by Jamie & Adam Sequoyah

Setup

- Shape the island of Catan with a Christmas theme! (Manger, Christmas Tree, Ornament, Snowman, etc.)
 - Optional: for an exploration map, play with the *Seafarers* expansion's rules for the "Oceans" scenarios (#4 and 5).
- Lay out the resource card piles in a line with the Development card pile at the end. (This is for the Father Christmas rules detailed below.)
- The Robber is used in the game, but he is called the Tax Collector.
- The player who first celebrated Christmas starts the game.

Father Christmas

When 7 is rolled, players with over 7 resources lose half of them (rounding down) like normal, but then Father Christmas visits!

- Consider the card piles as numbered 1-6 based on their order in line.
- Roll 1 die. If a 1-5 is rolled, the roller gets 2 of the resources associated with that number, and all other players get 1 of that resource. If a 6 is rolled, the roller gets a Development card and the other players get nothing.
- Then the Tax Collector must move back to the desert. (He only moves out of the desert and around the island when Soldier cards are played.)

Christmas Cheer

In addition to structures and other developments, players can build items of Christmas Cheer, by using the resources shown below. By building a complete set of these 4 items, a player earns 1 victory point! A player may build any number of sets. Items for the sets do not have to be built in any particular order.

- **1 brick + 1 grain = Christmas Cookies** (use *Dungeon Lords* gold or *Agricola* grain tokens)
- **1 brick + 1 wool = Christmas Stocking** (use *Dungeon Lords* minion meeples)
- **1 lumber + 1 ore = Christmas Tree** (use green *Carcassonne* meeples)
- **1 ore + 1 wool = Ugly Christmas Sweater** (use red *Carcassonne* meeples)