

Gamblers of Catan

The farmers of Catan have been taking risks lately, wagering their crops and resources for the chance to get rich quick. In Gamblers of Catan, players make bets on the craps table for the chance to win luxurious prizes such as Development cards or even Victory Points.

Rules

In addition to playing the traditional Settlers of Catan board game players may make side bets on the craps table. When making bets on the craps table, all of the normal craps table rules apply. If you don't know how to play craps...look it up.

- Players begin with five chips (of their color). There is only one denomination of chips.
- Bets can be made and only made before the next dice roll on each turn even if it is not that player's turn. Players may opt to not make any bets. Winnings and losses are resolved before the effects of the dice are resolved (i.e. resource distribution).
- Chips cannot be stolen or traded with any other player. Players cannot buy items from another player.
- Only on a player's turn, during the trading phase, can a player buy Development cards, resource cards, or Victory Points and sell their resources for chips, at the values listed in the box below. (All of these actions are considered Trades for the purposes of turn order). Players cannot sell more than three items per turn (two items if playing with the Oil Springs expansion or the Cities and Knights expansion).

Items	Buy Value	Sell Value
Wheat	3 chips	2 chips
Sheep	3 chips	2 chips
Wood	3 chips	2 chips
Brick	4 chips	3 chips
Ore	4 chips	3 chips
Development Cards	9 chips	Cannot be sold!
Victory Points	15 chips	Cannot be sold!

Expansion Items	Buy Value	Sell Value
All Commodities	5 chips	4 chips
Oil Tokens	6 chips	4 chips
Fish Tokens	Cannot be bought!	Cannot be sold!

Win Condition

First player to **13 Victory Points** is the winner.

DON'T COME BAR	4	5	six	8	NINE	10
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COME

PAYS DOUBLE
2

3 · 4 · 9 · 10 · 11

PAYS TRIPLE
12

FIELD

DON'T PASS BAR

PASS LINE

4 TO 1 SEVEN 4 TO 1		
7 TO 1		
9 TO 1		
15 TO 1		
30 TO 1		
7 TO 1 ANY CRAPS 7 TO 1		

PASS LINE

DON'T PASS BAR