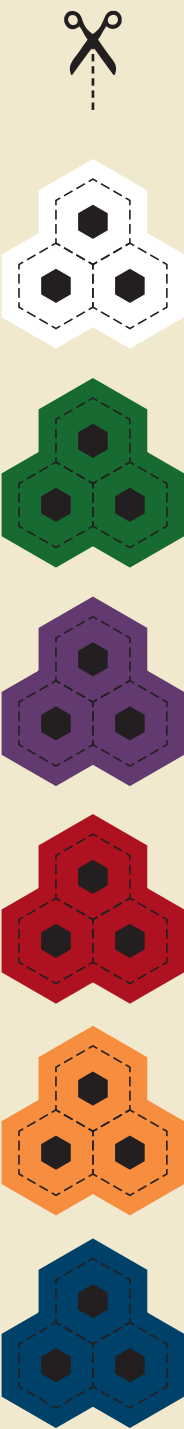


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INTRODUCTION

After 30 years, it's time to say “thank you” to the robber! After all, what would life on Catan be like without the balance they bring? If you give them gifts, they may reward you with newly discovered resources!

COMPONENTS

- 1 wish list
- 1 Greatest Giver special VP token
- 18 gift markers (3x each color)
- 5 resource cards

SETUP

Set up CATAN® — *The Game™* (aka CATAN) as normal. Place the robber on the number 2 hex instead of the desert. Place Greatest Giver VP tile next to the game board.

Place the wish list next to the game board. The top tier on the wish list is the “big gift” space, the second tier is the “small gift” space, and the bottom three are “dislike” spaces. Randomly place 1 resource card face up on each space of the wish list.

Each player takes the 3 gift markers in their color. Place one of the markers hex-mark side down on the bottom row of the gift track.

RULES

CATAN – *Gifts for the Robber™* uses all the rules from CATAN with the following additions:

GIFT A RESOURCE

Once during your turn, you may gift a resource to the robber. Discard 1 resource from your hand that matches the “big gift” or “small gift” resource cards. If there is a gift marker on that spot, replace it with one of your own. You may have 1 gift marker in both gift spots (but no more than 1).

Take the card corresponding to the resource you gifted and move it to the bottom of the track, moving the remaining resource cards up the wish list track.

Move your gift marker up 1 space (for a small gift) or 2 spaces (for a big gift) on the gift track. If there is another player in this space, place your marker on the line hex-mark side down to the right of their marker.

If you would go past the end of the track, flip over your gift marker, place it hex-mark side up on the starting space, and continue moving up the track as normal.

Greatest Giver

The player who is highest on the track immediately receives the Greatest Giver tile. If there is a tie, the person on the leftmost spot of the gift track keeps the tile. The Greatest Giver tile is worth 1 VP.

RECEIVE A REWARD

When the robber blocks a hex from producing resources, the player with a gift marker in the gift box matching the number disc of the dice result receives **all** the blocked resources.

Example: White rolls a 4, The robber is blocking a number 4 hill hex with a blue city, an orange city, and a red settlement. Orange's gift marker is on the “big gift” space, so Orange receives 5 brick.

WINNING THE GAME

If you have **10 or more VPs** at any point during your turn, the game ends and you are the winner!