



CATAN. CERTIFICATE

Congratulations!

The following players



on



in



successfully explored Catan. You have uncovered all of the secrets of the island. What an impressive achievement!

To do it, the players required



and



They used a total of



help cards.

This earned them

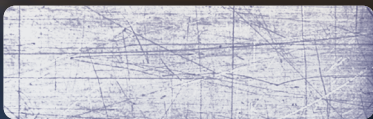


stars in the assessment!

The coolest riddle was



The best part of the game was



Find more information
about the CATAN board
game at catan.com





CATAN

Adventures on Catan

For 1-4 players, ages 10 and up

START PLAYING
WITHOUT READING
THE RULES!
with the free Helper App



Would you like to have the game explained to you without reading the rules? Then download the free Helper App.

CAUTION: You are **not allowed to look closely at the game materials** before starting the game!
First, read this rulebook together out loud and carefully follow all of the instructions.

If you are already an experienced EXIT player, you only need to read the blue text in this rulebook!



What's the game about?

Times are tough, and life in your village is getting harder than you ever imagined it could be. One day, visiting sailors tell you about the beautiful and fertile island of Catan. They speak with admiration about its lush vegetation and the variety of resources that the island produces. Seeking a better life, you decide to set off with a few friends to explore this new land and, hopefully, settle down there.

What will await you as you discover the terrain and encounter the people of Catan? Will you manage to build a new and better life in this foreign land?

Your exciting adventure begins as you set off for Catan.

Every copy of this game is packaged with the greatest care. Unfortunately, mistakes can happen from time to time. Before playing, please check to make sure that all the materials are present. If anything is missing, do not start playing and contact us. See contact info on page 7.



IMPORTANT: Do **not** open the sheets yet, and do **not** look at the front sides of the cards. Wait until the game instructions tell you that you are allowed to do so.

Game materials

97 Cards

30 Help cards

33 Answer cards

25 Riddle cards

9 Helpers of Catan cards

1 Decoder disk

8 Foldouts

12 Strange items

16 Resource tokens

(2x Brick, 2x Wood,

5x Wool, 4x Wheat, 3x Ore)



7 Roads



Landscape



X token

Pencil



Two-piece ram standee



In addition, you will need **writing implements** (ideally a ball-point pen, a pencil, and an eraser), one or more **sheets of paper**, a pair of **scissors**, and a **watch** (ideally, a stopwatch). As an **alternative**, you can use the **digital timer** with the atmospheric soundtrack. Just select the game in the **Kosmos Helper App** and click on the hourglass.

Game setup

Assemble the **two-piece ram standee** as shown.

Hint: You will need a little more table space for this EXIT game than usual.

Now place the **strange items**, the **resource tokens**, and the **foldouts** at the edge of the table. Make sure that the **STOP** signs on the foldouts are face up.

Sort the cards into three piles in accordance with what is written on their back sides:



- > Riddle cards (A to Y)
- > Answer cards (1 to 33)
- > Help cards

Be sure not to look at the front sides of any of the cards yet.

Sort the help cards according to their symbols. Place cards with the same symbol on top of one another, with the “1st Clue” card on top of the “2nd Clue” card, and the latter on top of the “Solution” card. Then place them at the edge of the table.

New: This EXIT game has nine Helpers of Catan cards. Place these cards in a stack. Make sure that the card with the heading “Helpers of Catan” is on top of this stack.



Where is the game board?

This game has no game board! You will have to figure out for yourselves what you need to find in the game and what the locations look like. **At the beginning of the game, you will only have the decoder disk and the “Start” foldout available to you.**



As the game continues, you will add **riddle cards** and **other items** — either to be found in illustrations or referred to in the text. Whenever this happens, you can **take the corresponding items and look at them.** In this game, you will find the riddle cards **alphabetically from A to Y.**

Example:

You see riddle cards A to E on the START foldout. You may **immediately take these cards from the deck and look at them.**



You may only look at an **answer card** after you have entered a code on the decoder disk and have been directed to a corresponding answer card.

You may also only use the **strange items** when you are explicitly told that you have found them. Until then, they must stay on the edge of the table!

Course of play

Your goal is to uncover all of the secrets of the island of Catan — the faster the better! That would definitely be easier if your progress weren't being impeded by riddles at every turn!

IMPORTANT: You can **write on, fold, or tear the materials ...**

All of this is allowed, and sometimes even required. You can only play the game once — after which you will know all the riddles, and you won't need the game materials any longer! This enables the game to contain the most interesting variety of riddles.

Solve the riddles **in order** as the game progresses. **Each riddle is assigned a symbol**, and you can only advance if you are able to find the correct **three-digit code**. When you see a riddle, take a close look at all of the corresponding foldouts and the riddle cards. Put your heads together and try to solve the riddle and figure out the three-digit code. Then, enter this code on the **decoder disk**.

On the outer edge of the disk, there are **ten different symbols** pictured. Each symbol stands for a riddle and one of the codes you are looking for. Pay close attention to **which symbol** is shown on the cards and on the foldouts! If you think you have cracked one of the codes, enter it under the corresponding symbol on the decoder disk. A number will then appear in the **viewing window** of the smallest wheel of the disk. This number indicates the **number of the answer card** that you are then allowed to look at.

Example:

You believe that the code **123** is the solution to the riddle with the **▽** symbol. Enter this combination of numbers under the **▽** symbol on the decoder disk. In the little window, you will see the **number of the answer card** that you are then allowed to take from the stack and look at. Here it is 23.





➔ Is the code incorrect?

If so, the **answer card** will tell you that. Double check that you entered the code that you intended under the correct symbol. If that doesn't help, take another look at the riddle to see if you can come up with a different code.



➔ Is the code possibly correct?

In that case, you will get an **answer card with an overview** that looks like the card on the left.

Where can you see the symbol?

On the **answer card with an overview**, you will find an example image for each riddle arranged in order. Each **riddle is marked with the corresponding symbol**.



In this example, the rudder of the ship is marked with the **▼ symbol**. Look for the rudder with the **▼ symbol** on the answer card with an overview. It will then direct you to another answer card.



In this example, you are directed to answer card 2. Take this card from the stack. Only this **second answer card** will tell you if the code is **really** correct.

➔ Is the code really correct?

If so, the **second answer card** will tell you how to continue. You will find one or more new riddle cards that you are allowed to **immediately take** from the stack of riddle cards and **look at**.

➔ Is the code actually incorrect?

Well, in that case you will land on a **second answer card with an X**. Check the number code sequence and compare the symbol on the decoder disk with the symbol on the riddle cards. If the code is still wrong, take another look at the riddle to see if you can come up with a different code.





IMPORTANT: You must **solve the riddles in order!**
In other words: You can only continue to the next riddle if you have cracked the previous code and the game tells you that you are allowed to proceed!

Don't forget!

- ➔ The riddles are depicted in order on the answer cards with an overview — starting in the left column from top to bottom, and then continuing down the right column.
- ➔ Whether right or wrong, return all answer cards to the answer card stack when you are told to do so.
- ➔ All codes can be solved logically. You shouldn't just try entering all possible combinations into the decoder disk.



Need help?

The game can provide you with assistance if you get stuck. For each code, there are three help cards that can be recognized by the symbol on their back sides.

In addition to giving you an initial useful clue, each **"1st Clue"** help card also tells you which game materials you must have found in order to be able to solve the corresponding riddle.

The **"2nd Clue"** help cards will give you more concrete assistance in finding a solution to the corresponding riddle.

The **"Solution"** help cards will tell you the proper approach and give you the solution to the riddle.

Don't be shy about using help cards if you get stuck. Place all used help cards in a face-up discard pile.

When does the game end?

The game ends when you have solved the last riddle and uncovered the secrets of Catan. A card will tell you that.

Assessment

Solving all the riddles is a great achievement! If you also want to assess how well you did with the riddles, you can take a look at the table below. **When calculating the number of help cards used, count only the ones that gave you new hints or solutions!**



	No Help Cards	1 – 2 Help Cards	3 – 5 Help Cards	6 – 10 Help Cards	> 10 Help Cards
< 60 Min.	10 Stars	9 Stars	8 Stars	6 Stars	5 Stars
< 90 Min.	9 Stars	8 Stars	7 Stars	5 Stars	4 Stars
≤ 120 Min.	8 Stars	7 Stars	6 Stars	4 Stars	3 Stars
> 120 Min.	7 Stars	6 Stars	5 Stars	3 Stars	2 Stars

The game begins

What are you waiting for? **Start the stopwatch or timer!**

You may now open the **"Start" foldout**. We hope you have a lot of fun with EXIT® – The Game: Adventures on Catan!



Kosmos and the authors thank all the test players and rule reviewers.



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WARNING! Contains a functional sharp point!
Do not injure yourself!

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